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Program 1:
#include <stdio.h>
struct s {
    char name[50];
    int height;
};
int main() {
    struct s a[5],b[5];
    FILE *fptr;
    int i;
    fptr=fopen("file.txt", "wb");
    for (i=0; i<5; ++i) {
            fflush(stdin);
            printf("Enter name: ");
            gets(a[i].name);
            printf("Enter height: ");
            scanf("%d",&a[i].height);
    fwrite(a, sizeof(a), 1, fptr);
    fclose(fptr);
    fptr=fopen("file.txt", "rb");
    fread(b, sizeof(b), 1, fptr);
    for (i=0; i<5; ++i) {
            printf("Name: %s\nHeight: %d",b[i].name,b[i].height);
    fclose(fptr);
}
Program 2:
#include <stdio.h>
#include <stdlib.h>
struct Student {
   char name[50];
    int roll number;
    char grade;
};
void write student record(const char* filename, struct Student students[],
int num students) {
    FILE *file = fopen(filename, "w");
    if (file == NULL) {
        perror("Error opening the file");
        exit(1);
    }
    for (int i = 0; i < num students; i++) {</pre>
        fprintf(file, "%s %d %c\n", students[i].name,
students[i].roll number, students[i].grade);
    }
    fclose(file);
   printf("Student records have been written to the file.\n");
}
```

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void read student records(const char* filename) {
    FILE *file = fopen(filename, "r");
    if (file == NULL) {
        perror("Error opening the file");
        exit(1);
    }
    struct Student student;
   while (fscanf(file, "%s %d %c", student.name, &student.roll number,
&student.grade) != EOF) {
       printf("Name: %s, Roll Number: %d, Grade: %c\n", student.name,
student.roll number, student.grade);
    fclose(file);
int main() {
    struct Student students[100]; // Maximum of 100 students
    int num students = 0;
   while (1) {
        printf("\nOptions:\n");
        printf("1. Add a student record\n");
        printf("2. View all student records\n");
        printf("3. Save records to a file\n");
       printf("4. Load records from a file\n");
       printf("5. Exit\n");
        int choice;
        scanf("%d", &choice);
        switch (choice) {
            case 1:
                printf("Enter the student's name: ");
                scanf("%s", students[num students].name);
                printf("Enter the student's roll number: ");
                scanf("%d", &students[num students].roll number);
                printf("Enter the student's grade: ");
                scanf(" %c", &students[num students].grade);
                num students++;
                break:
            case 2:
                for (int i = 0; i < num students; <math>i++) {
                    printf("Name: %s, Roll Number: %d, Grade: %c\n",
students[i].name, students[i].roll number, students[i].grade);
                break;
            case 3:
                write student record("student records.txt", students,
num students);
                break;
            case 4:
                read student records("student records.txt");
            case 5:
                return 0;
```

Explanation:

- 1. We define a struct Student to represent a student record with fields for name, roll number, and grade.
- 2. The write_student_record function takes a filename and an array of student records and writes these records to a file. It uses fopen to open the file in write mode, and fprintf to write each student's details to the file.
- 3. The read_student_records function reads student records from a file. It opens the file in read mode and uses fscanf to read each student's details from the file.
- 4. In the main function, we create an array of struct Student to store student records, and num students keeps track of the number of students.
- 5. The program provides a simple menu-driven interface for adding student records, viewing them, and saving/loading records to/from a file named "student_records.txt."
- 6. You can customize the maximum number of students (currently set to 100) and the filename as per your requirements.

Make sure to compile and run this C program, and it will allow you to store and retrieve student records from a file.