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Subject: Data Structures

Practical - 9

Aim: Program to create files for storing details of all the items needed for playing any game. Perform display, insertion of new record at any position, deletion of any record.

Program:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
struct Gaming
{
    int idx;
    char game_name[50];
    char game item[50];
} gm;
void insert()
{
    FILE *fp;
    fp = fopen("game_items.txt", "a");
    if (fp == NULL)
        fprintf(stderr, "\nError can't open file\n");
        exit(1);
    printf("Enter the equipment no :");
    scanf("%d", &gm.idx);
    printf("Name of game:");
    scanf("%s", gm.game_name);
    printf("Items needed for the game:");
    scanf("%s", gm.game_item);
    fwrite(&gm, sizeof(gm), 1, fp);
    fclose(fp);
void display()
{
    FILE *fp1;
    fp1 = fopen("game_items.txt", "r");
    if (fp1 == NULL)
```

```
{
        fprintf(stderr, "\nError can't open file\n");
        exit(1);
    }
    printf("\n*Index*\t\t*Game*\t\t*Item*");
   while (fread(&gm, sizeof(gm), 1, fp1))
        printf("\n%d\t\t%s\t\t%s\n", gm.idx, gm.game_name, gm.game_item);
    fclose(fp1);
}
void delete ()
{
   FILE *fpo, *fptemp;
   int in, ino;
    printf("Enter the equipment number you want to delete :");
    scanf("%d", &in);
    fpo = fopen("game items.txt", "r");
    fptemp = fopen("temp.txt", "w");
   while (fread(&gm, sizeof(gm), 1, fpo))
        ino = gm.idx;
        if (ino != in)
            fwrite(&gm, sizeof(gm), 1, fptemp);
        }
    }
    fclose(fpo);
    fclose(fptemp);
    fpo = fopen("game_items.txt", "w");
    fptemp = fopen("temp.txt", "r");
    while (fread(&gm, sizeof(gm), 1, fptemp))
    {
        fwrite(&gm, sizeof(gm), 1, fpo);
    printf("\n||Record Deleted successfully||\n");
   fclose(fpo);
   fclose(fptemp);
int main()
{
    int choice;
    printf("\n__FILE OPERATIONS__\n");
    printf("\n\t1.Insert\n\t2.Display\n\t3.Delete\n\t5.Exit");
    do
    {
        printf("\nEnter your choice : ");
        scanf("%d", &choice);
        printf("\n");
        switch (choice)
```

```
{
        case 1:
            insert();
            break;
        case 2:
            display();
            break;
        case 3:
            delete ();
            break;
        case 4:
            printf("\n Thank you");
            break;
        }
    } while (choice != 4);
   return 0;
}
```

Output:

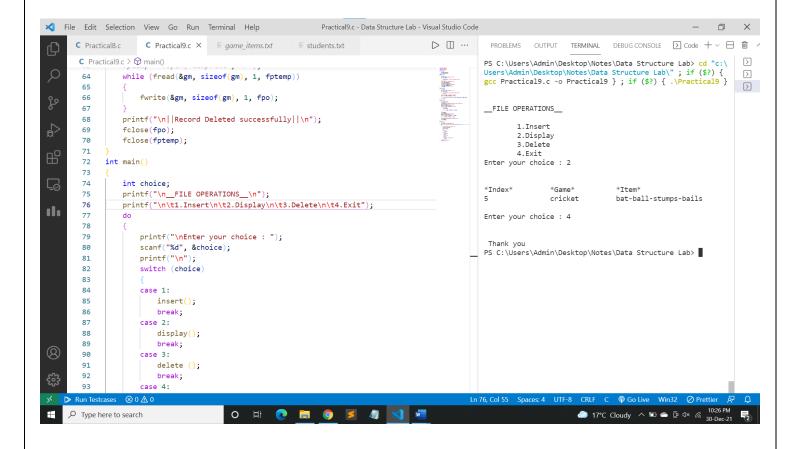
```
__FILE OPERATIONS__

1.Insert
2.Display
3.Delete
4.Exit
Enter your choice : 2

*Index* *Game* *Item*
5 cricket bat-ball-stumps-bails
Enter your choice : 4

Thank you
```

Screenshot:



Conclusion: I have successfully completed practical 9.