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B13

Github link: https://github.com/dev-bharatgupta/Opensslab.git

Ans 2)

# include <stdio.h>

# include <string.h>

int main( )

{

FILE \*filePointer ;

char dataToBeRead[50];

// in read mode using "r" attribute

filePointer = fopen("file.txt", "r") ;

// Check if this filePointer is null

if ( filePointer == NULL )

{

printf( "GfgTest.c file failed to open." ) ;

}

else

{

printf("The file is now opened.\n") ;

while( fgets ( dataToBeRead, 50, filePointer ) != NULL )

{

printf( "%s" , dataToBeRead ) ;

}

// Closing the file using fclose()

fclose(filePointer) ;

printf("The file is now closed.") ;

}

return 0;

}

Q3)

I saw this https://github.com/aloisdeniel/flutter\_device\_preview

It does this :

Preview any device from any device

Change the device orientation

Dynamic system configuration (language, dark mode, text scaling factor, ...)

Freeform device with adjustable resolution and safe areas

Keep the application state

Plugin system (Screenshot, File explorer, ...)

Customizable plugins