

LAB ASSESSMENT
PROGRAMMING FOR EE APPLICATION
ROLL NO.24
TOPIC-LOGIN AND SIGN UP SYSTEM
LANGUAGE-C
FEATURE-STRUCTURE , STRING
AND FILE HANDLING

- DESCRIPTION-** 1). **STRUCTURE** -It is user defined datatype in c language which allows us to combine data of different types together.
- 2). **STRING**- A string is a sequence of characters terminated with a null Character i.e ,\0
- 3). **FILE HANDLING**-It is refer to task of storing data in form of input or Output produced by running c programs in data files

STEP OF PROGRAM-

- 1). ALL THE REQUIRED HEADER FILES ARE WRITTEN.
- 2). HERE I HAVE USED MACROS TO DEFINE THE KEY AND THEIR ASCII VALUE FOR THE SELECTION OF FEATURE WE WANT TO USE.
- 3). THEN I MADE 2 FUNCTIONS SIGN UP AND LOGIN.
- 4). DEFINED A STRUCTURE IN WHICH CONTAINS 2 CHAR ARRAY FOR USERNAME AND PASSWORD.
- 5). ACCESS THE FILE POINTER P IS DEFINED
- 6). A WHILE LOOP IS MADE WHICH WILL RUN INFINITE UNTIL THE MACROS ESCAPE KEYWORD IS USED TO BREAK.
- 7). NOW I HAVED USED GOTO FUNCTION I.e, gotoxy IT IS USED FOR CO ORDINATE TO SEND THE CURSOR

AT A SPECIFIC LOCATION FOR BETTER PRESENTATION
OF OUTPUT AND EASIER INTERFACE.

8). NOW I HAVE SWITCH CASE FOR ORDER OF FUNCTION AND
GETCH FOR HOLDING THE FUNCTION AND DATA

9). IN CASE 1-ASCII CODE 59 IS USED WHICH FOR F1
DEFINED FOR LOGIN AND A LOOP FOR PRINTING A
LINE TO GIVE A LOOK FOR LOADING ANIMATION.
AND BREAK IS USED FOR THIS CASE

10). SIMILARLY, F2 IS DEFINED FOR SIGNUP. HERE DELAY
FUNCTION IS USED FOR LOADING AND DEALYING
THE PROGRAM FOR PARTICULAR TIME.

11). SIGNUP FUNCTION-FOPEN IS USED AND
2 PARAMETERS IS DEFINED .BIN FOR ADDRESS
AND AB MODE FOR FILE.
AB-APPENDING BINARY IS USED SO THAT THE
OLD DATA DOES NOT GET OVERRIDE BY NEW DATA.

12). PASSWORD- FOR LOOP IS USED WHICH WILL WORK
UNTIL ENTER IS NOT PRESSED WHICH IS DEFINED USING
ASCII VALUE 13. S.PASSWORD IS USED FOR STORING OF
TEMPORARY C VALUE WHICH GET VALUE WITH GETCH

13). IF USER PRESS ENTER THE DATA WILL BE WRITTEN IN
BINARY DATA BY FWRITE.

14). LOGIN FUNCTION-THE REQUIRED VARIABLE IS DEFINED
CHKP AND CHKU ARE USED FOR CHECKING PASSWORD
RESPECTIVELY. FOR THE FILE IS OPENED IN RB MODE TO
READ IN BINARY

15). FOR LOOP TO PRINT * IS USED FOR HIDING THE PASSWORD

16). EOF CONDITION IS DEFINED FOR CLOSING THE FILE.

17). FREAD FOR READING THE BINARY FILE.

18). STRING-THE COMMAND STRCMP IS USED FOR CHECKING
THE CHKP AND CHKU AND CONDITION IS DEFINED RESPECTIVELY.

CODE-

```
#include<conio.h>
#include<stdio.h>
#include<string.h>
```

```
#define ESC 27
```

```
#define F1 59
```

```
#define F2 60
```

```
void signup(void);
```

```
void login(void);
```

```
struct{
char password[20];

char username[20];
}s;
```

```
FILE *fp;
```

```
void main()
```

```
{
```

```
int ch;
```

```
int i;
```

```
while(1)
```

```
{
```

```
clrscr();
```

```
gotoxy(20,5);
```

```
printf("LOGIN SYSTEM");
```

```
gotoxy(28,7);
```

```
printf("Yours Welcome Here.....");
```

```
gotoxy(28,9);
```

```
printf("Press F1 For Login");
```

```
gotoxy(28,11);
```

```
printf("Press F2 For Signup");
```

```
gotoxy(28,13);
```

```
printf("Press ESC For Exit");
```

```
gotoxy(20,15);
```

```
printf("*** __\n");
```

```
getch();
```

```
ch=getch();
```

```
switch(ch)
```

```
{
```

```
case F1:
```

```
clrscr();
```

```
gotoxy(10,14);
```

```
for(i=0;i<40;i++)
```

```
{
```

```
printf(" _");
```

```
delay(40);
```

```
}
```

```
login();
```

```
break;
```

```
case F2:
```

```
clrscr();
```

```
gotoxy(10,14);
```

```
for(i=0;i<40;i++)
```

```
{  
printf("_");  
delay(40);  
}
```

```
signup();  
break;
```

```
case ESC:  
exit(0);
```

```
break;  
}
```

```
}
```

```
getch();
```

```
}
```

```
void login()
```

```
{

    int c;

    int i;

    char username[20];

    char pass[20];

    char chkp;

    char chku;


    clrscr();

    gotoxy(23,5);

    printf("Login Zone");

    gotoxy(23,7);


    fp=fopen("record.bin","rb");


    printf("Enter UserName      :");

    gets(username);

    gotoxy(23,9);

    printf("Enter PassWord      :");


    for(i=0;c=getch() !=13;i++)
    {
        {
```

```
pass[i]=c;
printf("*");
}
```

```
pass[i]='\0';
}
while(!feof(fp))
```

```
{
fread(&s,sizeof(s),1,fp);
```

```
chku=strcmp(username,s.username);
```

```
chkp=strcmp(pass,s.password);
```

```
if(chku==0&&chkp!=0)
```

```
{

printf("Invalid password!!!!!!!!!!!!");
break;
}
```

```
else if(chku!=0&&chkp==0)
{
printf("\n\tInvalid Username!!!!!!!!!!");
```

```
break;
}
```



```
else if(chku==0&&chkp==0)
```

```
{
```

```
clrscr();
```

```
gotoxy(20,10);
```

```
printf("Hello %s Welcome Here ",s.username);
```

```
break;
```

```
}
```

```
}
```

```
getch();
```

```
}
```

```
void signup(){
```

```
char c;
```

```
int i;
```

```
fp=fopen("record.bin","ab");
```

```
clrscr();
```

```
gotoxy(23,5);
```

```
printf("_SignUp Zone");
```

```
gotoxy(23,7);

printf("Set UserName      : ");

gets(s.username);

gotoxy(23,9);

printf("Set Password : ");

for(i=0;c=getche()!=13;i++)
{
    s.password[i]=c;
}

gotoxy(23,11);

printf("Press Enter to continue.....");

if(getch()==13)

{
    fwrite(&s,sizeof(s),1,fp);

    gotoxy(23,13);
    cprintf("\nInformations Saved....");
}

else

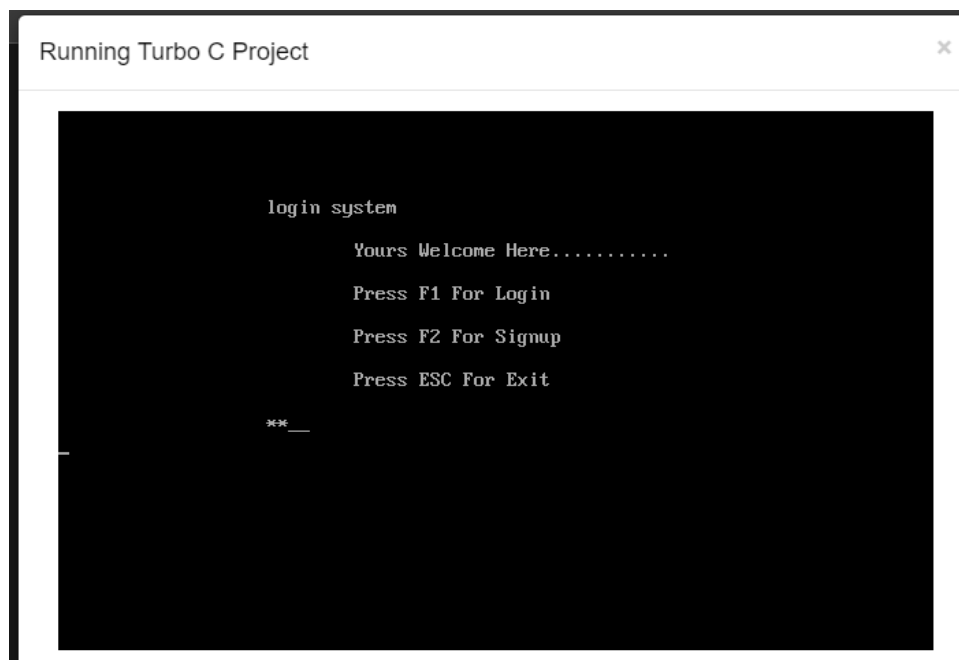
    return;

fclose(fp);
```

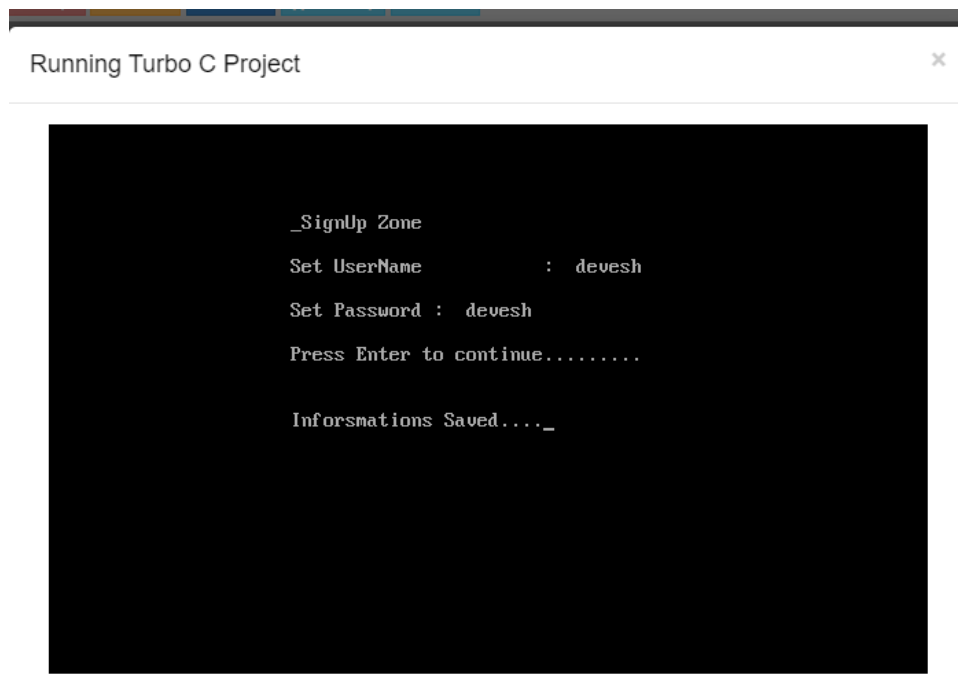
```
getch();  
}
```

OUTPUT -

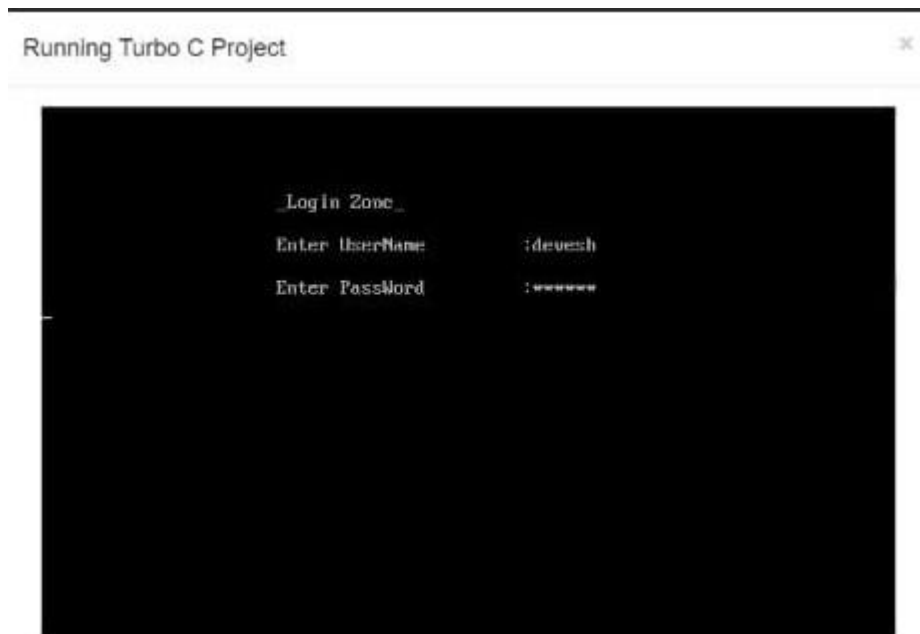
1). INTERFACE-



2). SIGNUP-



3).LOGIN-



4). AFTER LOGIN -



HENCE ,LOGIN AND SIGNUP SYSTEM WAS MADE SUCCESFULLY USING C PROGRAM AND ITS FEATURE