SINGLE LEVEL DIRECTORY

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#define MAX\_FILES 100 // Maximum number of files that can be stored in the directory

#define MAX\_NAME 20 // Maximum length of a file name

struct directory {

char files[MAX\_FILES][MAX\_NAME];

int num\_files;

};

void create\_directory(struct directory\* dir, char\* name) {

printf("Creating directory: %s\n", name);

dir->num\_files = 0;

}

void add\_file(struct directory\* dir, char\* filename) {

if (dir->num\_files >= MAX\_FILES) {

printf("Directory is full\n");

return;

}

strcpy(dir->files[dir->num\_files], filename);

dir->num\_files++;

}

int main() {

int i;

struct directory cse;

char dir\_name[MAX\_NAME] = "CSE";

char file1[MAX\_NAME] = "A";

char file2[MAX\_NAME] = "B";

char file3[MAX\_NAME] = "C";

create\_directory(&cse, dir\_name);

add\_file(&cse, file1);

add\_file(&cse, file2);

add\_file(&cse, file3);

printf("Directory %s contains %d files:\n", dir\_name, cse.num\_files);

for ( i = 0; i < cse.num\_files; i++) {

printf("%s\n", cse.files[i]);

return 0;

}

OUTPUT: Creating directory: CSE

Directory CSE contains 3 files:

A

B

C

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Process exited after 0.05835 seconds with return value 0

Press any key to continue . . .