

Database Systems Lab

SESSION 1

1. Text I/O

a. Write a C program to **store** 20 numbers into a file in text format.

Source: rollno-txt-write-num.c

Usage: rollno-txt-write-num filename

b. Write a C program to **read** 20 numbers from a file in text format.

Source: rollno-txt-read-num.c

Usage: rollno-txt-read-num filename

c. Write a C program to <u>store</u> 5 student information records (rollno:integer, name:string(30), age:int) into a file in CSV text format

Source: rollno-trec-write-num.c

Usage: rollno-trec-write-num filename

d. Write a C program to <u>read</u> 5 students information (rollno:integer, name:string(30), age:int) into a file in CSV text format

Source: rollno-trec-read-num.c

Usage: rollno-trec-read-num filename

2. Binary I/O

e. Write a C program to store 20 numbers into a file in binary format.

Source: rollno-bin-write-num.c

Usage: rollno-bin-write-num filename

f. Write a C program to read 20 numbers from a file in binary format.

Source: rollno-bin-write-num.c

Usage: rollno-bin-read-num filename

g. Write a C program to store 5 student information (rollno:integer, name:string(30), age:int) into a file in binary format



Source: rollno-brec-write-num.c

Usage: rollno-brec-write-num filename

h. Write a C program to read 5 students information (rollno:integer, name:string(30), age:int) from a file in binary format and display the values on screen.

Source: rollno-brec-read-num.c

Usage: rollno-brec-read-num filename

Upload instructions

1. Replace rollno with your roll number in the file names!

- 2. Upload only your source program. No need for executables.
- 3. Combine the source files into a single zip file and upload.