Construct a C program to implement the file management operations.

#include <stdio.h>

#include <stdlib.h>

void createAndWrite() {

FILE \*fp;

char filename[100], content[1000];

printf("Enter file name to create: ");

scanf("%s", filename);

fp = fopen(filename, "w");

if (fp == NULL) {

printf("Error creating file.\n");

return;

}

printf("Enter content to write: ");

getchar(); // consume newline

fgets(content, sizeof(content), stdin);

fputs(content, fp);

fclose(fp);

printf("File created and data written successfully.\n");

}

void readFile() {

FILE \*fp;

char filename[100], ch;

printf("Enter file name to read: ");

scanf("%s", filename);

fp = fopen(filename, "r");

if (fp == NULL) {

printf("Error opening file.\n");

return;

}

printf("Contents of the file:\n");

while ((ch = fgetc(fp)) != EOF)

putchar(ch);

fclose(fp);

}

void appendToFile() {

FILE \*fp;

char filename[100], content[1000];

printf("Enter file name to append: ");

scanf("%s", filename);

fp = fopen(filename, "a");

if (fp == NULL) {

printf("Error opening file for append.\n");

return;

}

printf("Enter content to append: ");

getchar(); // consume newline

fgets(content, sizeof(content), stdin);

fputs(content, fp);

fclose(fp);

printf("Content appended successfully.\n");

}

void deleteFile() {

char filename[100];

printf("Enter file name to delete: ");

scanf("%s", filename);

if (remove(filename) == 0)

printf("File deleted successfully.\n");

else

printf("Error deleting file.\n");

}

int main() {

int choice;

do {

printf("\n--- File Management Menu ---\n");

printf("1. Create and Write\n2. Read File\n3. Append File\n4. Delete File\n5. Exit\n");

printf("Enter your choice: ");

scanf("%d", &choice);

switch (choice) {

case 1: createAndWrite(); break;

case 2: readFile(); break;

case 3: appendToFile(); break;

case 4: deleteFile(); break;

case 5: printf("Exiting...\n"); break;

default: printf("Invalid choice.\n");

}

} while (choice != 5);

return 0;

}