

Name:

ID:

Marks: 20

Time: 30 mins

N.B.: Contents of the file pokemon.txt are as follows:

Abra

Kadabra

Alakazam

Charmander

Chameleon

Charizard

1. Zawad wrote the following code. What will the output be? Explain the reason. 5

```
#include<stdio.h>

int main(){
    FILE *fptr;
    int count = 0;
    char ch;

    fptr = fopen("pokemon.txt", "r");

    while (count++ != 9)
    {
        fscanf(fptr, "%c", &ch);

        fscanf(fptr, "%c", &ch);
        printf("%c\n", ch);
        fseek(fptr, -1, SEEK_CUR);
        fscanf(fptr, "%c", &ch);
        printf("%c\n", ch);
        fseek(fptr, 9, SEEK_SET);
        fscanf(fptr, "%c", &ch);
        printf("%c\n", ch);

        fclose(fptr);
        return 0;
    }
```

2. Sahil wanted to find the average length of the names of pokemons in the pokemon.txt file. Write a code to do so. 5

3. Mahir wrote the following code to add the names of the Squirtle line at the end of the file. What will happen? 5

```
#include<stdio.h>

int main(){
    FILE *fptr;
    int count = 0;
    char ch;

    fptr = fopen("pokemon.txt", "w");

    while (fscanf(fptr, "%c", &ch) != EOF)
    {
        printf("%c", ch);
    }

    fprintf(fptr, "%s", "\nFroakie");
    fprintf(fptr, "%s", "\nFrogadier");
    fprintf(fptr, "%s", "\nGreninja");
}
```

```
    fclose(fptr);  
    return 0;  
  
}
```

4. Bishwajit wants to use **SEEK_END** to perform the task that Mahir wanted to do. How can he do so?