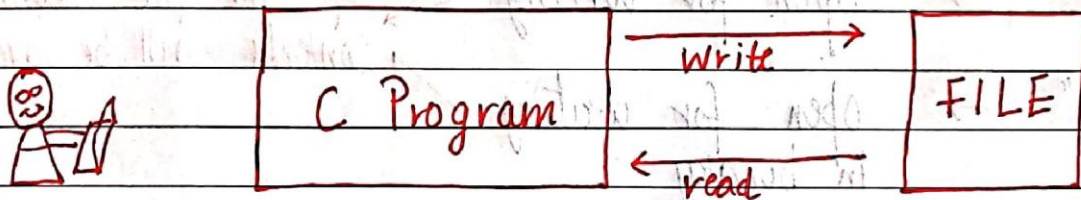# Chapter 10 - File I/O

The Random Access Memory is volatile and its content is lost once the program terminates. In order to persist the data forever we use files.

A file is data stored in a storage device. A C program can talk to the file by reading content from it and writing content to it.

Programmer

FILE pointer
The "FILE" is a structure which needs to be created for opening the file.
A file pointer is a pointer to this structure of the file.

FILE pointer is needed for communication between the file and the program.

A FILE pointer can be created as follows:

```
FILE *ptr;
ptr = fopen ("filename.ext", "mode");
```

File opening modes in C

C offes the programmers to select a mode for opening a file.

Following modes are primarily used in C File I/o

"r" → open for reading ⟶ If the file does not exist, fopen returns NULL

"rb" → open for reading in binary ⟶

"w" → open for writing ⟶ If the file exists, the contents will be overwritten

"wb" → open for writing in binary

"a" → open for append ⟶ If the file does not exist, it will be created

Types of files

There are two types of files:

1. Text files (.txt, .c)
2. Binary files (.Jpg, .dat)

Reading a file

A file can be opened for reading as follows:

```
FILE * ptr;
ptr = fopen ("Harry.txt", "r");
int num;
```

Let us assume that "Harry.txt" contains an integer
We can read that integer using :

fscanf (ptr, "%d", & num);   ⇒ fscanf is file
                                 counterpart of
                                 scanf

This will read an integer from file in
num variable.

Quick Quiz : Modify the program above to check
whether the file exists or not before opening
the file.

CLOSING the file
It is very important to close the file after read
or write. This is acheived using fclose as
follows :

    fclose (ptr);

This will tell the compiler that we are done working
with this file and the associated resources could
be freed.

Writing to a file
We can write to a file in a very similar manner
like we read the file

    FILE *fptr;
    fptr = fopen ("Harry.txt", "w");

```c
int num = 432;
fprintf (fptr, "%.d", num);

fclose (fptr);
```

fgetc() and fputc()

fgetc and fputc are used to read and write a character from/to a file

```c
fgetc (ptr)
```
⇒ used to read a character from file

```c
fputc ('c', ptr);
```
⇒ used to write character 'c' to the file

EOF : End of File

fgetc returns EOF when all the characters from a file have been read. So we can write a check like below to detect end of file.

```c
while (1) {
    ch = fgetc (ptr);
    if (ch == EOF) {
        break;
    }
    // code
}
```
⇒ When all the content of a file has been read, break the loop!

Chapter 10 — Practice Set

1. Write a program to read three integers from a file.

2. Write a program to generate multiplication table of a given number in text format. Make sure that the file is readable and well formatted.

3. Write a program to read a text file character by character and write its content twice in a separate file.

4. Take name and salary of two employees as input from the user and write them to a text file in the following format:

    name1, 3300
    name2, 7700

5. Write a program to modify a file containing an integer to double its value.

    2 ⟶ 4
    prev. file   new file

Project 2 : Snake, Water, Gun

Snake, water, gun or Rock, paper, scissors is a game most of us have played during school time. (I sometimes play it even now 💀)

Write a C program capable of playing this game with you.

Your program should be able to print the result after you choose Snake/water or gun.