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FILES

1. WAP to write a file:-

→ #include <stdio.h>

main ()

{

FILE *p;

char ch;

p = fopen ("shiva.txt", "w");

if (p == NULL)

{

printf ("File not created");

exit (0);

}

printf ("Enter data");

while (ch = getchar()) != EOF)

fputc (ch, p);

fclose (p);

}

Let us C

[O.R.]

Working with C

By

YASHWANTH

KANETKAR

CONSOLE

get char

put char

FILE

get c

put c

2. WAP to read a file:-

→ #include <stdio.h>

main ()

{

FILE *p;

char ch;

p = fopen ("shiva.txt", "r");

if (p == NULL)

{

printf ("File not exists");

exit (0);

}

while ((ch = getc (p)) != EOF)

putchar (ch);

fclose (p);

}

3. WAP to append data into a file :-

→ #include <stdio.h>

main ()

{

FILE *p;

char ch;

p = fopen ("shiva.txt", "a");

if (p == NULL)

{

printf ("File not exists");

exit (0);

}

APPEND :- Add something to the end of a file or written document.


```

printf ("Data before append\n");
while ((ch = getc(P)) != EOF) // EOF - END OF FILE
    putchar (ch);

fclose (P);

P = fopen ("shiva.txt", "a");
printf ("Enter Data");
while ((ch = getchar()) != EOF) // EOF = END OF FILE
    fputc (ch, P);

fclose (P);

P = fopen ("shiva.txt", "r");
printf ("Data after append");
while ((ch = getc(P)) != EOF)
    putchar (ch);

fclose (P);
}

```

4. WAP to copy a file & display the copied file:-

→ #include <stdio.h>

main()

{

FILE *p, *q;

char ch;

p = fopen ("shiva.txt", "r");

if (p == NULL)

{

printf ("File not exist");

exit (0);

}


```
q = fopen("vivek.txt", "w");
```

```
if (p == NULL)
```

```
{
```

```
    printf("File not created");
```

```
    exit(0);
```

```
}
```

```
printf("Enter details");
```

```
while (ch = getc(p) != EOF)
```

```
    putc(ch, q);
```

```
fclose(q);
```

```
fclose(p);
```

```
q = fopen("vivek.txt", "r");
```

```
printf("Data after copied");
```

```
while (ch = getc(q) != EOF)
```

```
    putchar(ch)
```

```
fclose(q);
```

```
}
```



```

> #include <stdio.h> // standard %o
#include <conio.h> // console %o & screen control

main()
{
    int a;
    printf("Enter a value: ");
    scanf("%d", &a);
    printf("%5d\n", a); // 25
    printf("%05d\n", a); // 00025
    printf("%-5d\n", a); // 25 - - -
    printf("%+5d\n", a); // - - - +25
    printf("%o\n", a); // 31
    printf("%x\n", a); // 19
    printf("%#o\n", a); // 031
    printf("%#x\n", a); // 0x19
}

```

O/P:- Enter a value: 25

25
00025

25

+25

31

19

031

0x19