



C Language Tutorial

(Basic to Advanced)

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Topics to be covered:
Installation + Setup
Chapter 1 - Variables, Data types + Input/Output
Chapter 2 - Instructions & Operators
Chapter 3 - Conditional Statements
Chapter 4 - Loop Control Statements
Chapter 5 - Functions & Recursion
Chapter 6 - Pointers
Chapter 7 - Arrays
Chapter 8 - Strings
Chapter 9 - Structures
Chapter 10 - File I/O
Chapter 11 - Dynamic Memory Allocation
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File I/O (Chapter 10)

```
# include <stdio.h>
int main() {
    FILE *fptr;
    //Reading a file
    char ch;
    fptr = fopen("Test.txt", "r");
    if(fptr == NULL) {
        printf("doesn't exist!\n");
    } else {
        fscanf(fptr, "%c", &ch);
        printf("character in file is : %c\n", ch);
        fscanf(fptr, "%c", &ch);
        printf("character in file is : %c\n", ch);
        fclose(fptr);
    }

    //Writing in a file
    ch = 'M';
    fptr = fopen("NewFile.txt", "w");
```





```
fprintf(fptr, "%cANGO", ch);
fclose(fptr);
fptr = fopen("NewFile.txt", "r");
printf("character in file is : %c\n", fgetc(fptr));
fclose(fptr);
fptr = fopen("NewFile.txt", "w");
fputc('a', fptr);
fputc('p', fptr);
fputc('p', fptr);
fputc('l', fptr);
fputc('e', fptr);
fclose(fptr);
fptr = fopen("NewFile.txt", "r");
ch = fgetc(fptr);
   ch = fgetc(fptr);
fclose(fptr);
```