

LAB NO: 1 - BASIC FILE HANDLING OPERATIONS

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1. To count the number of lines and characters in a file

INPUT

Bible, King James Version

Genesis

Gen.1

```
[1] In the beginning God created the heaven and the earth
[2] And the earth was without form, and void; and darknes
[3] And God said, Let there be light: and there was light
[4] And God saw the light, that it was good: and God divi
[5] And God called the light Day, and the darkness he cal
[6] And God said, Let there be a firmament in the midst o
[7] And God made the firmament, and divided the waters wh
[8] And God called the firmament Heaven. And the evening
[9] And God said, Let the waters under the heaven be gath
[10] And God called the dry land Earth; and the gathering
[11] And God said, Let the earth bring forth grass, the h
[12] And the earth brought forth grass, and herb yielding
[13] And the evening and the morning were the third day.
[14] And God said, Let there be lights in the firmament o
[15] And let them be for lights in the firmament of the h
[16] And God made two great lights; the greater light to
[17] And God set them in the firmament of the heaven to g
[18] And to rule over the day and over the night, and to
[19] And the evening and the morning were the fourth day.
[20] And God said, Let the waters bring forth abundantly
[21] And God created great whales, and every living creat
[22] And God blessed them, saying, Be fruitful, and multi
[23] And the evening and the morning were the fifth day.
[24] And God said, Let the earth bring forth the living c
[25] And God made the beast of the earth after his kind,
[26] And God said, Let us make man in our image, after ou
[27] So God created man in his own image, in the image of
[28] And God blessed them, and God said unto them, Be fru
[29] And God said, Behold, I have given you every herb be
[30] And to every beast of the earth, and to every fowl o
[31] And God saw every thing that he had made, and, behol
```

CODE

```
#include <stdio.h>
int main(int argc, char **argv)
{
    FILE *fp = fopen(argv[1], "r");
    FILE *san = fopen("sanitized", "w");
    char ch;
    int lines = 0, chars = 0;
    while ((ch = fgetc(fp)) != EOF) {
        chars++;
        if (ch == '\n') {
            lines++;
        }
    }
    printf("LINES:%d\nCHARACTERS:%d\n", lines, chars);
}
```

```
student@oslab-02:~/programs/ishaan_vatus_220905043/lab_01$ ./count first_genesis
LINES:34
CHARACTERS:1836
```

2. To reverse the file contents and store in another file. Also display the size of file using file handling function

INPUT

racecar palindromes recaps rats semordnilap

CODE

```
#include <stdio.h>
int main(int argc, char **argv)
{
    FILE *fp = fopen(argv[1], "r");
    FILE *rv = fopen("reversed", "w");
    int chars = 0;
    char ch;
    while ((ch = getc(fp)) != EOF) {
        chars++;
    }
    while (chars > 0) {
        fseek(fp, -1, SEEK_CUR); // read backwards
        ch = getc(fp);
        fseek(fp, -1, SEEK_CUR); // fix offset
        putc(ch, rv);
    }
}
```

```

        chars--;
    }

}

```

```

student@oslab-02:~/programs/ishaan_vatus_220905043/lab_01$ ./reverse sample
student@oslab-02:~/programs/ishaan_vatus_220905043/lab_01$

```

3. That merges lines alternatively from 2 files and stores it in a resultant file.

INPUT (file1)

```

1hello
2hello
3hello
4hello
5hello
6hello

```

INPUT (file2)

```

1bye
2bye
3bye
4bye
5bye
6bye
7bye
8bye

```

CODE

```

#include <stdio.h>
int main(int argc, char **argv)
{
    FILE *src0 = fopen(argv[1], "r");
    FILE *src1 = fopen(argv[2], "r");
    FILE *dst = fopen("spliced", "w");
    char ch;
    int flag = 0;
    int ended = -1;
    while (1) {
        if (flag) {
            ch = getc(src1);

```

```

        if (ch == EOF) {
            ended = 1;
            break;
        }
        else if (ch == '\n') {
            fputc(ch, dst);
            flag = !flag;
            continue;
        }
        else
            fputc(ch, dst);
    }
    else {
        ch = getc(src0);
        if (ch == EOF) {
            ended = 0;
            break;
        }
        else if (ch == '\n') {
            fputc(ch, dst);
            flag = !flag;
            continue;
        }
        else
            fputc(ch, dst);
    }
}

if (ended == 1) {
    while ((ch = getc(src0)) != EOF)
        putc(ch, dst);
}
else if (ended == 0) {
    while ((ch = getc(src1)) != EOF)
        putc(ch, dst);
}
}

```

```

student@oslab-02:~/programs/ishaan_vatus_220905043/lab_01$ ./splice file1 file2
student@oslab-02:~/programs/ishaan_vatus_220905043/lab_01$

```

4. That accepts an input statement, identifies the verbs present in them and performs the following functions

- a. INSERT: Used to insert a verb into the hash table.
 - Syntax: insert (char *str)

b. **SEARCH:** Used to search for a key(verb) in the hash table. This function is called by **INSERT** function. If the symbol table already contains an entry for the verb to be inserted, then it returns the hash value of the respective verb. If a verb is not found, the function returns -1.

- Syntax: `int search (key)`

CODE