1. What is the Syntax to Include Header File or C file in our Main File ?

* file name\_extension (.h)
* #include “file\_name.h”
* Include file = #include “file\_name.c”

2. How to solve file inclusion confliction in our file explain with suitable example.

* Here, we use macro. It works on compile time.
* #ifndef product end with endif
* #ifndef PRODUCT
* #define PRODUCT
* typedef struct product
* {
* int id;
* char name[50];
* float price;
* int quantity;
* }
* product;
* #endif

3. Write a code to open a file in read, write, append in binary mode.

* FILE \*ptr = open(“storage.bin”,”ab”);
* FILE \*ptr = fopen(“storage.bin”,”rb”);
* FILE \*ptr = fopen(“storage.bin”,”wb”);

4. How to Read and Write a Structure in a file explain syntax also.

* fwrite (&p1, sizeof(product),1,ptr)
* &p1 – address of the structure’s object
* Sizeof - how much bytes are written in file.
* 1 – how much object are written
* Ptr – it is a pointer which points the file where the structure is stored

5. How to handle extra \n character problem in c.

Ans – ( %\*c \ %c) is used to handle extra character for string %[^\n]%\*c

%\*c means discarding an extra characters (\n)

Which is stored after entering the value of a

6. How to print all the structure objects of a file on console.

 while (fread(&vp, sizeof(product), 1, ptr))

{

  printf(ANSI\_COLOR\_MAGENTA);

  printf("%-20d   |   %-20s  |    %-20f  |    %-20d   | \n", vp.id, vp.name, vp.price, vp.quantity);

    }

7. What is ftell and explain fseek and it’s all 3 positions with syntax.

Ftell – current position of the cur

Fseek – int fseek(FILE \*pointer , long int offset, int position)

Pointer – pointer to a file object that identifies the stream

Offset – number of bytes to offset from position

Position – which point the specific position

8. What is typedef and how to use it with structure.

Ans – nick name rakhne ke leye

9. How to sort all the structure objects from a file by name.

10. What is the use of this escape sequence →“\x1b [33m”.

Ans – used to reset the colour

11. How to use this macro →#define GREEN "\x1b[32m".

Ans –

12. How to use clear screen in Linux, windows and turbo c.

Ans – for linux #include<stdlib.h> {system(“clear”)}

For windows #include<windows.h> {system(cls)}

Turbo clrscr();

13. What will be the output of printf("|%10s","Aman");

Ans -