**EXPERIMENT: 14** To Construct a C program to organise the file using a single level directory.

**PROGRAM:**

#include <stdio.h>

#include <string.h>

struct {

char fname[20];

int inUse;

} dir[10]; // Maximum 10 files

int main() {

int n = 0, choice;

char name[20];

while (1) {

printf("\n--- Single Level Directory ---\n");

printf("1. Create File\n2. Delete File\n3. Search File\n4. List Files\n5. Exit\n");

printf("Enter choice: ");

scanf("%d", &choice);

switch (choice) {

case 1:

if (n >= 10) {

printf("Directory Full!\n");

break;

}

printf("Enter file name: ");

scanf("%s", name);

int exists = 0;

for (int i = 0; i < n; i++) {

if (dir[i].inUse && strcmp(dir[i].fname, name) == 0) {

exists = 1;

break;

}

}

if (exists) {

printf("File already exists!\n");

} else {

strcpy(dir[n].fname, name);

dir[n].inUse = 1;

n++;

printf("File created successfully.\n");

}

break;

case 2:

printf("Enter file name to delete: ");

scanf("%s", name);

int found = 0;

for (int i = 0; i < n; i++) {

if (dir[i].inUse && strcmp(dir[i].fname, name) == 0) {

dir[i].inUse = 0;

found = 1;

printf("File deleted successfully.\n");

break;

}

}

if (!found) printf("File not found.\n");

break;

case 3:

printf("Enter file name to search: ");

scanf("%s", name);

found = 0;

for (int i = 0; i < n; i++) {

if (dir[i].inUse && strcmp(dir[i].fname, name) == 0) {

found = 1;

printf("File %s found in directory.\n", name);

break;

}

}

if (!found) printf("File not found.\n");

break;

case 4:

printf("Files in directory:\n");

for (int i = 0; i < n; i++) {

if (dir[i].inUse)

printf("%s\n", dir[i].fname);

}

break;

case 5:

return 0;

default:

printf("Invalid choice.\n");

}

}

}

**OUTPUT:**

