EXP NO:-4

INVENTORY SYSTEM USING FILES

#include<stdio.h>

int main()

{

FILE \*fp;

typedef struct

{

int no;

char name[20];

float price;

}Asset;

Asset a;

int choice;

fp=fopen("inv.txt","a");

if(fp==NULL)

{

printf("file dose not exist\n");

return 0;

}

do

{

printf("\n enter the Asset no:");

scanf("%d",&a.no);

fprintf(fp,"Asset no=%d\n",a.no);

printf("\n enter the Asset name:");

scanf("%s",&a.name);

fprintf(fp,"Asset name=%s\n",a.name);

printf("\n enter the Asset price:");

scanf("%f",&a.price);

fprintf(fp,"Asset price=%0.2f\n",a.price);

printf("\ndo you want to add another record yes=1 no=0:");

scanf("%d",&choice);

}while(choice);

printf("\nTHANK YOU!!");

fclose(fp);

return 0;

}

**ALGORITHM**

Step 1: Start

Step 2: Declare the file pointer fp.

Step 3: Declare structure Asset with variables “no”, “name” and “price”.

Step 4: Declare variables choice of type integer.

Step 5: open the file in append mode using fopen instruction.

Step 6: call the do while loop  
 read the input Asset no, Asset name, Asset price.

Step 7: print the message to add new record and read the input.

Step 8: close the file and stop.

OUTPUT:-

