

Aim:

Write a program to **append** data to an existing file and **display** its contents.

- open a new file "DemoTextFile1.txt" in write mode
- write the content onto the file
- close the file
- open a new same file in append mode
- write the content onto the file
- close the file
- open the same file in read mode
- read the text from file and print them on the screen
- close the file

Source Code:**appendDataToFile.c**

```
#include <stdio.h>
void main()
{
    FILE *fp;
    char ch;
    fp = fopen("DemoTextFile1.txt", "w");
    printf("Enter the text with @ at end : ");
    while ((ch = getchar()) != '@')
    {
        putc(ch, fp);
    }
    fclose(fp);
    fp = fopen("DemoTextFile1.txt", "a");
    printf("Enter the text to append to a file with @ at end : ");
    while ((ch = getchar()) != '@')
    {
        putc(ch, fp);
    }
    putc(ch, fp);
    fclose(fp);
    fp = fopen("DemoTextFile1.txt", "r");
    printf("File content after appending : ");
    while ((ch = getc(fp)) != '@')
    {
        putchar(ch);
    }
    printf("\n");
    fclose(fp);
}
```

Execution Results - All test cases have succeeded!

Test Case - 1**User Output**

Enter the text with @ at end : I am studying@

| |
|---|
| Enter the text to append to a file with @ at end : Life skills in University@ |
| File content after appending : I am studying |
| Life skills in University |

| Test Case - 2 |
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| User Output |
| Enter the text with @ at end : CodeTantra |
| developed@ |
| Enter the text to append to a file with @ at end : an interactive tool |
| to learn Programming@ |
| File content after appending : CodeTantra |
| developed |
| an interactive tool |
| to learn Programming |