File Operations:

void create\_file() {

char filename[100];

printf("Enter filename to create: ");

scanf("%s", filename);

FILE \*f = fopen(filename, "w");

if (f) {

fclose(f);

printf("✅ File '%s' created.\n", filename);

} else {

printf("❌ Could not create file.\n");

}

}

void read\_file() {

char filename[100], ch;

printf("Enter filename to read: ");

scanf("%s", filename);

FILE \*f = fopen(filename, "r");

if (f) {

printf("📄 Contents of '%s':\n", filename);

while ((ch = fgetc(f)) != EOF) {

putchar(ch);

}

fclose(f);

} else {

printf("❌ Could not open file.\n");

}

}

void write\_file() {

char filename[100], content[100];

printf("Enter filename to write to: ");

scanf("%s", filename);

printf("Enter content (no spaces): ");

scanf("%s", content);

FILE \*f = fopen(filename, "a");

if (f) {

fprintf(f, "%s\n", content);

fclose(f);

printf("✍️ Content written to '%s'.\n", filename);

} else {

printf("❌ Could not write to file.\n");

}

}

void system\_call\_menu() {

int choice;

while (1) {

printf("\n--- System Call Interface ---\n");

printf("1. Create File\n2. Read File\n3. Write File\n4. Exit\nEnter choice: ");

scanf("%d", &choice);

if (choice == 1) create\_file();

else if (choice == 2) read\_file();

else if (choice == 3) write\_file();

else if (choice == 4) break;

else printf("Invalid choice.\n");

}

}