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15.Design a C program to organise the file using a two level directory structure.

Aim:

To design a C program that simulates the organization of files using a two-level directory structure.

Algorithm:

- 1. Start the program.
- 2. Create a structure representing a directory, containing:
 - A directory name.
 - o An array of files.
- 3. Prompt the user to:
 - o Create a directory.
 - Add files to a directory.
 - o Search for files in a directory.
- 4. Perform the necessary operations based on user input:
 - o Add files to a specific directory.
 - o List files in a specific directory.
 - Search for a file in a specific directory.
- 5. Continue until the user exits.
- 6. End the program.

Procedure:

- 1. Define a struct for directories and files.
- 2. Use an array of directories to simulate the two-level structure.
- 3. Write functions to add directories, add files to directories, display directory contents, and search for files.
- 4. Use a menu-driven approach to handle user input and call corresponding functions.

Code:

#include <stdio.h>
#include <string.h>

```
#define MAX_DIRS 10
#define MAX_FILES 10
typedef struct {
  char name[20];
  char files[MAX_FILES][20];
  int file_count;
} Directory;
int main() {
  Directory dirs[MAX_DIRS];
  int dir_count = 0, choice;
  char dir_name[20], file_name[20];
  int i, j, found;
  do {
    printf("\n1. Create Directory\n2. Add File\n3. Display Directory\n4. Search File\n5.
Exit\nEnter choice: ");
    scanf("%d", &choice);
    switch (choice) {
       case 1:
         if (dir_count < MAX_DIRS) {
```

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printf("Enter directory name: ");
     scanf("%s", dirs[dir_count].name);
    dirs[dir_count].file_count = 0;
    dir_count++;
  } else {
    printf("Maximum directories reached.\n");
  }
  break;
case 2:
  printf("Enter directory name: ");
  scanf("%s", dir_name);
  found = 0;
  for (i = 0; i < dir_count; i++) {
    if (strcmp(dirs[i].name, dir_name) == 0) {
       if (dirs[i].file_count < MAX_FILES) {</pre>
          printf("Enter file name: ");
          scanf("%s", dirs[i].files[dirs[i].file_count]);
          dirs[i].file_count++;
       } else {
          printf("Maximum files in this directory reached.\n");
       found = 1;
```

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break;
   }
  if (!found) printf("Directory not found.\n");
  break;
case 3:
  printf("Enter directory name: ");
  scanf("%s", dir_name);
  found = 0;
  for (i = 0; i < dir_count; i++)  {
     if (strcmp(dirs[i].name, dir_name) == 0) {
       printf("Directory: %s\n", dirs[i].name);
       printf("Files:\n");
       for (j = 0; j < dirs[i].file\_count; j++) {
          printf("- %s\n", dirs[i].files[j]);
       found = 1;
       break;
  if (!found) printf("Directory not found.\n");
  break;
```

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case 4:
  printf("Enter directory name: ");
  scanf("%s", dir_name);
  printf("Enter file name: ");
  scanf("%s", file_name);
  found = 0;
  for (i = 0; i < dir_count; i++) {
     if (strcmp(dirs[i].name, dir_name) == 0) {
       for (j = 0; j < dirs[i].file\_count; j++) {
          if (strcmp(dirs[i].files[j], file_name) == 0) {
             printf("File found in directory %s.\n", dir_name);
             found = 1;
             break;
     if (found) break;
   }
  if (!found) printf("File not found.\n");
  break;
case 5:
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```
printf("Exiting...\n");
          break;
       default:
          printf("Invalid choice.\n");
     }
  } while (choice != 5);
  return 0;
}
```

Result:

- 1. Successfully created directories.
- 2. Added files to directories.
- 3. Displayed the contents of a directory.

Output:

