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14. Construct a C program to organise the file using a single level directory.

## Aim:

To implement file organization using a single-level directory in C, where all files reside in a single directory and are managed efficiently.

# **Algorithm:**

- 1. Start the program.
- 2. Initialize an array to store file names and a counter for the number of files.
- 3. Present a menu to the user with options:
  - o Create a new file.
  - Delete an existing file.
  - Search for a file.
  - o Display all files.
  - o Exit.
- 4. Based on the user's choice, perform the respective operation:
  - o **Create**: Check for duplicates, then add a file if the name is unique.
  - o **Delete**: Search for the file and remove it from the list.
  - o Search: Check if the file exists in the list.
  - o **Display**: Print all file names.
- 5. Repeat until the user exits.
- 6. End the program.

## **Procedure:**

- 1. Define an array to hold file names.
- 2. Use loops and conditional statements to manage the files.
- 3. Perform operations based on user input, updating the array of file names accordingly.

#### Code:

```
#include <stdio.h>
#include <string.h>
#define MAX_FILES 100
```

```
#define MAX_NAME_LEN 50
int main() {
  char files[MAX_FILES][MAX_NAME_LEN];
  int file_count = 0;
  int choice;
  char filename[MAX_NAME_LEN];
  int i, found;
  do {
    printf("\n1. Create File\n2. Delete File\n3. Search File\n4. Display Files\n5. Exit\nEnter
your choice: ");
    scanf("%d", &choice);
     switch (choice) {
       case 1:
         if (file_count == MAX_FILES) {
            printf("Directory is full.\n");
            break;
          }
         printf("Enter file name to create: ");
         scanf("%s", filename);
         found = 0;
         for (i = 0; i < file\_count; i++) {
            if (strcmp(files[i], filename) == 0) {
              found = 1;
              break;
```

```
}
  if (found) {
     printf("File already exists.\n");
  } else {
     strcpy(files[file_count++], filename);
     printf("File created successfully.\n");
  break;
case 2:
  printf("Enter file name to delete: ");
  scanf("%s", filename);
  found = 0;
  for (i = 0; i < file\_count; i++) {
     if (strcmp(files[i], filename) == 0) {
       found = 1;
       for (int j = i; j < file\_count - 1; j++) {
          strcpy(files[j], files[j + 1]);
        }
       file_count--;
       printf("File deleted successfully.\n");
       break;
```

```
}
  if (!found) {
     printf("File not found.\n");
  break;
case 3:
  printf("Enter file name to search: ");
  scanf("%s", filename);
  found = 0;
  for (i = 0; i < file\_count; i++) {
     if (strcmp(files[i], filename) == 0) {
       found = 1;
       printf("File found.\n");
       break;
  if (!found) {
     printf("File not found.\n");
  }
  break;
case 4:
  if (file_count == 0) {
     printf("No files in the directory.\n");
```

```
} else {
             printf("Files in directory:\n");
             for (i = 0; i < file\_count; i++) {
               printf("%s\n", files[i]);
             }
          }
          break;
       case 5:
          printf("Exiting...\n");
          break;
       default:
          printf("Invalid choice.\n");
     }
  } while (choice != 5);
  return 0;
}
```

## **Result:**

The program successfully implements a single-level directory. It allows creating, deleting, searching, and displaying files in a directory, ensuring no duplicate file names exist.

# **Output:**

```
™ ☆
1. Create File
2. Delete File
Search File
4. Display Files
5. Exit
Enter your choice: 1
Enter file name to create: nick
File created successfully.
1. Create File
2. Delete File
3. Search File
4. Display Files
5. Exit
Enter your choice: 2
Enter file name to delete: nick
File deleted successfully.
1. Create File
2. Delete File
Search File
4. Display Files
5. Exit
Enter your choice: 3
Enter file name to search: nick
File not found.
1. Create File
2. Delete File
Search File
4. Display Files
5. Exit
Enter your choice: 4
No files in the directory.
1. Create File
2. Delete File
Search File
4. Display Files
5. Exit
Enter your choice: 5
Exiting...
```