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1  #include <stdio.h>
2  #include <stdlib.h>
3  struct Employee {
4      int empId;
5      char empName[50];
6      float empSalary;
7  };
8  int main() {
9      FILE *filePtr;
10     struct Employee emp;
11     filePtr = fopen("employee.dat", "rb+");
12     if (filePtr == NULL) {
13         filePtr = fopen("employee.dat", "wb+");
14         if (filePtr == NULL) {
15             printf("Error creating the file.\n");
16             return 1;
17         }
18     }
19     int choice;
20     do {
21         printf("\nEmployee Database Menu:\n");
22         printf("1. Add Employee\n");
23         printf("2. Display Employee Details\n");
24         printf("3. Update Employee Details\n");
25         printf("4. Exit\n");
26         printf("Enter your choice: ");
27         scanf("%d", &choice);
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28 switch (choice) {
29     case 1:
30         printf("Enter Employee ID: ");
31         scanf("%d", &emp.empId);
32         printf("Enter Employee Name: ");
33         scanf("%s", emp.empName);
34         printf("Enter Employee Salary: ");
35         scanf("%f", &emp.empSalary);
36         fseek(filePtr, (emp.empId - 1) * sizeof(struct Employee), SEEK_SET);
37         fwrite(&emp, sizeof(struct Employee), 1, filePtr);
38         printf("Employee details added successfully.\n");
39         break;
40     case 2:
41         printf("Enter Employee ID to display: ");
42         scanf("%d", &emp.empId);
43         fseek(filePtr, (emp.empId - 1) * sizeof(struct Employee), SEEK_SET);
44         fread(&emp, sizeof(struct Employee), 1, filePtr);
45         printf("Employee ID: %d\n", emp.empId);
46         printf("Employee Name: %s\n", emp.empName);
47         printf("Employee Salary: %.2f\n", emp.empSalary);
48         break;
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49     case 3:
50         printf("Enter Employee ID to update: ");
51         scanf("%d", &emp.empId);
52         fseek(filePtr, (emp.empId - 1) * sizeof(struct Employee), SEEK_SET);
53         fread(&emp, sizeof(struct Employee), 1, filePtr);
54         printf("Enter new Employee Name: ");
55         scanf("%s", emp.empName);
56         printf("Enter new Employee Salary: ");
57         scanf("%f", &emp.empSalary);
58         fseek(filePtr, (emp.empId - 1) * sizeof(struct Employee), SEEK_SET);
59         fwrite(&emp, sizeof(struct Employee), 1, filePtr);
60         printf("Employee details updated successfully.\n");
61         break;
62     case 4:
63         printf("Exiting program.\n");
64         break;
65     default:
66         printf("Invalid choice. Please try again.\n");
67 }
68 } while (choice != 4);
69 fclose(filePtr);
70 return 0;
71 }
```


Employee Database Menu:

1. Add Employee
2. Display Employee Details
3. Update Employee Details
4. Exit

Enter your choice: 1

Enter Employee ID: 2772

Enter Employee Name: ram

Enter Employee Salary: 10000

Employee details added successfully.

Employee Database Menu:

1. Add Employee
2. Display Employee Details
3. Update Employee Details
4. Exit

Enter your choice: |