

1. A sample program is given below that calculated the factorial of a given numbers (using loop):

```
#include <stdio.h>
void main(){
    int i,f=1,num;

    printf("Input the number : ");
    scanf("%d",&num);

    for(i=1;i<=num;i++)
        f=f*i;

    printf("The Factorial of %d is: %d\n",num,f);
}
```

Sample output:

```
Input the number : 5
The Factorial of 5 is: 120
```

2. A sample program is given below that calculated the factorial of a given numbers (using loop and user defined function with no return type):

```
#include <stdio.h>
void main(){
    int num;

    printf("Input the number : ");
    scanf("%d",&num);

    fact(num);

}

void fact(int n){
    int i, f=1;
    for(i=1;i<=n;i++)
        f=f*i;

    printf("The Factorial of %d is: %d\n",n,f);
}
```

Sample output:

```
Input the number : 5
The Factorial of 5 is: 120
```

- ⇒ **Task-1: Now, convert the above sample program is given below that calculated the factorial of a given numbers into using loop and user defined function with return type:**

String related Programs:

Here we will discuss about some program with strlen(), strcmp().

1. Example: C strlen() function

```
#include <stdio.h>
#include <string.h>
int main()
{
    char a[20]="Program";
    char b[20]={'P','r','o','g','r','a','m','\0'};

    printf("Length of string a = %d \n",strlen(a));
    printf("Length of string b = %d \n",strlen(b));

    return 0;
}
```

2. Example: C strcmp() function

```
Example: C strcmp() function
#include <stdio.h>
#include <string.h>

int main()
{
    char str1[] = "abcd", str2[] = "abCd", str3[] = "abcd";
    int result;

    result = strcmp(str1, str2);
    printf("strcmp(str1, str2) = %d\n", result);

    result = strcmp(str1, str3);
    printf("strcmp(str1, str3) = %d\n", result);

    return 0;
}
```

File related problems:

1. Open, Read and close a file: reading string by string

```
# include <stdio.h>
int main()
{
    FILE *fp ;
    char data[100] ;
    printf( "Opening the file test.txt in read mode" ) ;
    fp = fopen( "test.txt", "r" ) ;
    if ( fp == NULL )
    {
        printf( "Could not open file test.txt" ) ;
        return 1;
    }
    printf( "Reading the file test.txt\n" ) ;
    while( fgets ( data, 50, fp ) != NULL )
        printf( "%s" , data ) ;
    printf("Closing the file test.txt") ;
    fclose(fp) ;
    return 0;
}
```

test.txt

```
hello,how are you?
i am fine, thank you.
```

2. To create a .txt file that will store some student names and obtained marks.

```
#include <stdio.h>
int main()
{
    char name[50];
    int marks, i, num;

    printf("Enter number of students: ");
    scanf("%d", &num);

    FILE *fptr;
    fptr = (fopen("student.txt", "w"));
    if(fptr == NULL)
    {
        printf("Error!");
        exit(1);
    }

    for(i = 0; i < num; ++i)
    {
        printf("For student%d\nEnter name: ", i+1);
        scanf("%s", name);

        printf("Enter marks: ");
```

```

scanf("%d", &marks);

fprintf(fp_ptr, "\nName: %s \nMarks: %d \n", name, marks);
}

fclose(fp_ptr) ;

}

```

⇒ **Task-2: To create a .txt file that will store some student names and obtained marks and read them.**

3. Example of Append

```

# include <stdio.h>
int main( )
{
    char name[50];
    int marks, i, num;

    FILE *fp_ptr;
    fp_ptr = (fopen("test.txt", "a"));
    printf("Enter number of students: ");
    scanf("%d", &num);
    if(fp_ptr == NULL)
    {
        printf("Error!");
        exit(1);
    }

    for(i = 0; i < num; ++i)
    {
        printf("For student%d\nEnter name: ", i+1);
        scanf("%s", name);

        printf("Enter marks: ");
        scanf("%d", &marks);

        fprintf(fp_ptr, "\nName: %s Marks: %d \n", name, marks);
    }

    fclose(fp_ptr);

    FILE *fop ;
    char data[500] ;
    printf( "Opening the file test.txt in read mode" ) ;
    fop = fopen( "test.txt", "r" ) ;

```

```
if ( fop == NULL )
{
    printf( "Could not open file test.txt" ) ;
    return 1;
}
printf( "Reading the file test.txt\n" ) ;
while( fgets ( data, 500, fop ) != NULL )
printf( "%s" , data ) ;
printf("Closing the file test.txt") ;
fclose(fop) ;
return 0;
}
```