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34. Consider a file system where the records of the file are stored one after another both physically and logically. A record of the file can only be accessed by reading all the previous records. Design a C program to simulate the file allocation strategy.

AIM

To design a C program that simulates a **sequential file allocation strategy**, where the records of the file are stored one after another both physically and logically, and each record can only be accessed by reading all the previous records.

ALGORITHM

- 1. Start
- 2. Define a structure FileRecord to represent a record in the file.
- 3. Create an array to hold the file records and initialize them.
- 4. Define functions for file operations such as adding a new record, displaying all records, and accessing a specific record (sequentially).
- 5. Add a new record to the file at the end (sequential allocation).
- 6. To simulate the access strategy, iterate through all previous records before accessing the desired record.
- 7. Display the records as they are stored sequentially.
- 8. Stop

PROCEDURE

- 1. Include necessary libraries (stdio.h for input/output and stdlib.h for memory allocation).
- 2. Define a FileRecord structure to represent a file record.
- 3. Create a function addRecord() to simulate the addition of new records to the file.
- 4. Create a function displayRecords() to display the current file records sequentially.

- 5. Create a function accessRecord() to simulate sequential access by reading previous records.
- 6. Initialize the file and perform operations like adding records and displaying or accessing them sequentially.

7. End

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CODE:
#include <stdio.h>
#include <stdlib.h>
#define MAX_RECORDS 100
typedef struct {
 int id;
 char data[100];
} FileRecord;
FileRecord file[MAX_RECORDS];
int recordCount = 0;
void addRecord(int id, const char *data) {
 if (recordCount < MAX_RECORDS) {</pre>
   file[recordCount].id = id;
   snprintf(file[recordCount].data, sizeof(file[recordCount].data), "%s", data);
   recordCount++;
 } else {
   printf("File is full, cannot add more records.\n");
 }
}
```

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void displayRecords() {
 if (recordCount == 0) {
    printf("No records in the file.\n");
    return;
 }
  for (int i = 0; i < recordCount; i++) {</pre>
    printf("Record %d: %s\n", file[i].id, file[i].data);
 }
}
void accessRecord(int recordId) {
  if (recordId > recordCount | | recordId < 1) {</pre>
    printf("Record not found.\n");
    return;
 }
  printf("Accessing Record %d: %s\n", file[recordId - 1].id, file[recordId - 1].data);
}
int main() {
  int choice, id;
  char data[100];
  while (1) {
    printf("\nFile Allocation System\n");
    printf("1. Add Record\n");
    printf("2. Display All Records\n");
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printf("3. Access a Specific Record\n");
printf("4. Exit\n");
printf("Enter your choice: ");
scanf("%d", &choice);
getchar();
switch (choice) {
  case 1:
   printf("Enter Record ID: ");
   scanf("%d", &id);
   getchar();
   printf("Enter Record Data: ");
   fgets(data, sizeof(data), stdin);
   data[strcspn(data, "\n")] = 0;
   addRecord(id, data);
   break;
  case 2:
   displayRecords();
   break;
 case 3:
    printf("Enter Record ID to access: ");
   scanf("%d", &id);
   accessRecord(id);
   break;
  case 4:
   exit(0);
  default:
    printf("Invalid choice. Please try again.\n");
```

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}
return 0;
}
```

OUTPUT:

