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#include<stdio.h>
#include<conio.h>
#include<cstring>

struct fileTable
{ char name[20];
  int sb, nob;
} ft[30];
int main()
{ int i, j, n;
  char s[20];
  printf("Enter no of files :");
  scanf("%d",&n);
  for(i=0;i<n;i++)
  { printf("\nEnter file name %d :",i+1);
    scanf("%s",ft[i].name);
    printf("Enter starting block of file %d :",i+1);
    scanf("%d",&ft[i].sb);
    printf("Enter no of blocks in file %d :",i+1);
    scanf("%d",&ft[i].nob); }
  printf("\nEnter the file name to be searched-- ");
  scanf("%s",s);
  for(i=0;i<n;i++)
    if( strcmp(s, ft[i].name)==0) break;
  if(i==n)
    printf("\nFile Not Found");
  else { printf("\nFILE NAME START BLOCK NO OF BLOCKS BLOCKS
OCCUPIED\n");
    printf("\n%s\t\t%d\t\t%d\t",ft[i].name,ft[i].sb,ft[i].nob);
    for(j=0;j<ft[i].nob;j++)
      printf("%d, ",ft[i].sb+j);
    } getch();
}

//Output :-
//Enter no of files : 3
//
//Enter file name 1 : A
//Enter starting block of file 1 : 85
//Enter no of blocks in file 1 : 6
//
//Enter file name 2 : B
//Enter starting block of file 2 : 102
//Enter no of blocks in file 2 : 4
//
//Enter file name 3 : C
//Enter starting block of file 3 : 60
//Enter no of blocks in file 3 : 4
//
//Enter the file name to be searched-- B
//
//FILE NAME START BLOCK NO OF BLOCKS BLOCKS OCCUPIED
//
//B          102          4          102, 103, 104, 105

```