## INSTITUTE OF ENGINEERING ADVANCED COLLEGE OF ENGINEERING & MANAGEMENT

KUPONDOLE, LATITPUR (AFFILATED TO TRIBHUVAN UNIVERSITY)



LAB REPORT

LAB NO.: 00

SUBJECT: C PROGRAMMING

SUBAUTTED BY:

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ROLL NO.: 019

**DATE: 2078** 

SUBAITTED TO:

DEPARTMENT OF COMPUTER & ELECTRONICS TITLE: FILE HANDING TECHNIQUES IVI C-PROGRA-MMINIG.

Objective.

To understand do-la files & file handling in C.

## THFORY

File handing in c is a porocess where some bytes of duta can be written & stored permently in the disk so that in a later pt. of time, the relatable data can be telehed & referred. File handling in c makes use of Structure pointer of the file type to declare a file.

\* File Handling operations in c:

The c-programming offers various operations associated with file handling. They are:

(i) (realing a new file: Fopen ()

ii, Opening on existing tile in your system: Fopen ().

(iii) closing a file : fclose ()

wi) Reading characters from collène: get()

wi) Writing character. in a file: put()

wi) Reading a set of data from a file: focomf()

win writing a set of data in a file: Fscanf ()

util) Reading on integral value from a file : getw()

iv) writing on integral value in a tile: putco()

\*) Setting a desired position in the file: tseek ().

(x) Opening a text File in C:

tile use the fopen () Function to crewle or open a tile as mentioned earlier. It's pretty obvious that creating or opening a tile is the first step in file handing once the tile has been created, it can be opened, modified or deleted.

Syntax:

\* Fpointer = FILT \* Fopen (const char \* File - name, const char \* mode);

Closing a text file in (:

whe was the relace () function to close a file that is already open. Its pretty obaious that the file needs to be opened so that the operation to close a file can be performed.

(\*) Reading a tile:

Fgets function is used to read a file line by line. In a C-program we use fgets function as below: Fgets (buffer, size, Fp);

\*) Mode of operations performed on a file of c.

There are many moder in operating a file . Based on the mode of file, it can be opened for reading or unite. ing or appending the texts. They're listed below.

- · r-opens ofile in read mode & sets pointer to the First charader in the tile. It returns null it tile doesn't exist.
- · W-opens a file in write mode. It returns null if file couldn't be opened. It file exists, data are over written.

- noll if tile couldn't be opened.
- ort-opens a file For read & write mode & sets pointer to Lst chareter in file.
- · wt open a file for read & write mode & sets pointer to the 1st chartler in file.
- pointer to the first characters in file But, it can't modity existing contents.