

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct file {
```

```
    char name[50];
```

```
    int size;
```

```
};
```

```
void addFile(struct file *files, int *count) {
```

```
    printf("Enter file name: ");
```

```
    scanf("%s", files[*count].name);
```

```
    printf("Enter file size (in KB): ");
```

```
    scanf("%d", &files[*count].size);
```

```
    (*count)++;
```

```
    printf("File added successfully!\n");
```

```
}
```

```
void modifyFile(struct file *files, int count) {
```

```
    if (count == 0) {
```

```
        printf("No files found!\n");
```

```
        return;
```

```
    }
```

```
    char filename[50];
```

```
    printf("Enter the name of the file to modify: ");
```

```
    scanf("%s", filename);
```

```
    for (int i = 0; i < count; i++) {
```

```
        if (strcmp(files[i].name, filename) == 0) {
```

```
            printf("Enter new file size (in KB): ");
```

```
            scanf("%d", &files[i].size);
```

```
    printf("File modified successfully!\n");
    return;
}
}
```

```
printf("File not found!\n");
}
```

```
void deleteFile(struct file *files, int *count) {
    if (*count == 0) {
        printf("No files found!\n");
        return;
    }
}
```

```
char filename[50];
printf("Enter the name of the file to delete: ");
scanf("%s", filename);
```

```
for (int i = 0; i < *count; i++) {
    if (strcmp(files[i].name, filename) == 0) {
        for (int j = i; j < (*count) - 1; j++) {
            strcpy(files[j].name, files[j + 1].name);
            files[j].size = files[j + 1].size;
        }
        (*count)--;
        printf("File deleted successfully!\n");
        return;
    }
}
```

```
printf("File not found!\n");
```

```
}
```

```
void displayFiles(struct file *files, int count) {  
    if (count == 0) {  
        printf("No files found!\n");  
    } else {  
        printf("File List:\n");  
        printf("-----\n");  
        printf("Name\t\tSize (KB)\n");  
        printf("-----\n");  
        for (int i = 0; i < count; i++) {  
            printf("%s\t\t%d\n", files[i].name, files[i].size);  
        }  
        printf("-----\n");  
    }  
}
```

```
int main() {  
    struct file files[100];  
    int count = 0;  
    int choice;  
  
    while (1) {  
        printf("\nFile Management System\n");  
        printf("1. Add File\n");  
        printf("2. Modify File\n");  
        printf("3. Delete File\n");  
        printf("4. Display Files\n");  
        printf("5. Exit\n");  
        printf("Enter your choice: ");  
        scanf("%d", &choice);
```

```
switch (choice) {  
    case 1:  
        addFile(files, &count);  
        break;  
    case 2:  
        modifyFile(files, count);  
        break;  
    case 3:  
        deleteFile(files, &count);  
        break;  
    case 4:  
        displayFiles(files, count);  
        break;  
    case 5:  
        printf("Exiting File Management System.\n");  
        exit(0);  
    default:  
        printf("Invalid choice! Please try again.\n");  
}  
}  
  
return 0;  
}
```