FILE HANDLING IN C

Outline of presentation

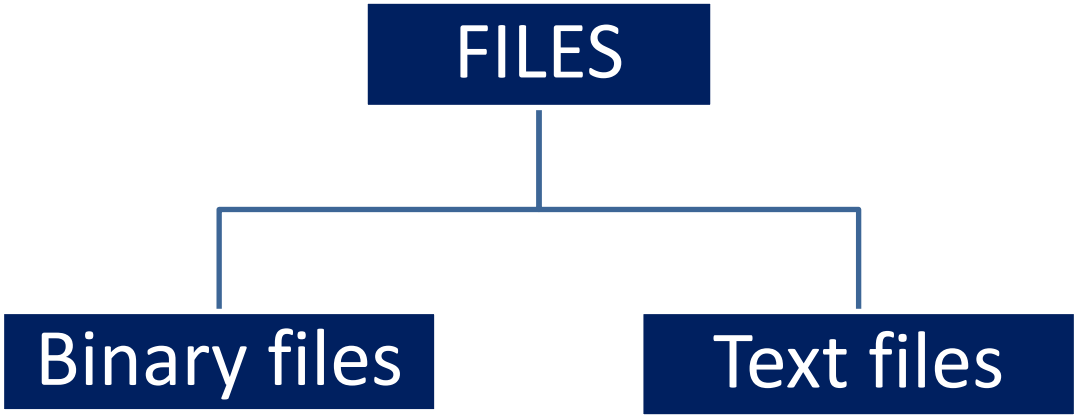
- Introduction
- Files
- Operations in file handling
- File pointer
- File opening modes
- Functions

Introduction

- File- It is a sequence of some memory or blocks where you can store the data in hard disk permanently.
- What is the need?

- To store data after termination of program.
- To store large amount of data.
- To store data where you can access anytime in future.

FILES



- Binary files- Data stored in binary format i.e.0 & 1.
- Text files- Plain text files.

Operations in file handling

- Creation of the new file.
- Opening an existing file.
- Reading from the file.
- Writing to the file.
- Deleting the file.
- Closing the file.

File Pointer

- To access this files we need pointer i.e. file pointer.
- Syntax-

FILE*ptr

So, the file can be opened as

fileptr=fopen(“filename.txt”,”w”);

or

fileptr=fopen(“filename.txt”,”r”);

File opening modes

- Read mode(“r”)
- Write mode(“w”)
- Append mode(“a”)
- Reading/writing mode(“r+”)
- Reading/writing mode(“w+”)
- Reading/appending(“a+”)

Functions for file handling

Sr.no.	Function	Description
1.	fopen()	Opens new or existing file.
2.	fprintf()	Write data into file.
3.	fscanf()	Read data from the file.
4.	fputc()	Writes a character into the file.
5.	fgetc()	Reads a character from file.
6.	fclose()	Close the file.
7.	fseek()	Sets the file pointer to given position.
8.	fputw()	Writes an integer to file.
9.	fgetw()	Reads an integer from file.
10.	ftell()	Returns current position.
11.	rewind()	Sets the file pointer to the beginning of the file.

Thank you