

# FILING

WEEK 12

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# FILING

- It saves your data even if the program terminates.
- You can read a large amount of data using files.
- You can easily move your data from one computer to another without any changes.

# FILE OPERATIONS

1. Creating a new file
2. Opening an existing file
3. Closing a file
4. Reading from and writing information to a file

# CREATING A FILE / OPENING AN EXISTING FILE

```
FILE *fptr; // FILE is datatype
```

```
//fptr = fopen("fileopen","mode");
```

```
fptr = fopen("C:\\program.txt","w");
```

```
fclose(fptr);
```

Sr.No.	Mode & Description
1	<b>r</b> Opens an existing text file for reading purpose.
2	<b>w</b> Opens a text file for writing. If it does not exist, then a new file is created. Here your program will start writing content from the beginning of the file.
3	<b>a</b> Opens a text file for writing in appending mode. If it does not exist, then a new file is created. Here your program will start appending content in the existing file content.
4	<b>r+</b> Opens a text file for both reading and writing.
5	<b>w+</b> Opens a text file for both reading and writing. It first truncates the file to zero length if it exists, otherwise creates a file if it does not exist.
6	<b>a+</b> Opens a text file for both reading and writing. It creates the file if it does not exist. The reading will start from the beginning but writing can only be appended.

```
#include <stdio.h>
int main()
{
    int num;
    FILE *fptr;

    fptr = fopen("C:\\program.txt", "w");

    if(fptr == NULL)
    {
        printf("Error!");
    }
    fclose(fptr);

    return 0;
}
```

# WRITING TO A FILE

fputc(char, file\_pointer)

fputs(str, file\_pointer)

fprintf(file\_pointer, str, variable\_lists)

```
#include <stdio.h>
int main()
{
    int num;
    FILE *fptr;
    fptr = fopen("C:\\program.txt", "w");
    if(fptr == NULL)
    {
        printf("Error!");
    }
    else
    {
        printf("Enter num: ");
        scanf("%d", &num);
        fprintf(fptr, "You entered %d\n Happy Coding", num);
    }
    fclose(fptr);
    return 0; }
```



# READING FROM A FILE

`fgetc(file_pointer)`

`fgets(buffer, count, file_pointer)`

`fscanf(file_pointer, str, variable_lists)`

```
#include <stdio.h>
int main()
{
    int num; FILE *fptr; char c;
    fptr = fopen("program.txt", "r");
    if(fptr == NULL)
    {
        printf("Error!");
    }
    else
    {
        while ((c = fgetc(fptr)) != EOF)
            printf("%c", c);
    }
    fclose(fptr);
    return 0;
}
```

```
#include <stdio.h>
int main()
{
    int num; FILE *fptr; char buffer[50];
    fptr = fopen("program.txt", "r");
    if(fptr == NULL)
    {
        printf("Error!");
    }
    else
    {
        fgets(buffer, 50, fptr); // It reads a single line
        printf("%s", buffer);
    }
    fclose(fptr);
    return 0;
}
```

```
#include <stdio.h>
int main()
{
    int num; FILE *fptr; char c[100], d[100];
    fptr = fopen("program.txt", "r");
    if(fptr == NULL)
    {
        printf("Error!");
    }
    else
    {
        fscanf(fptr, "%s %s %d", &c, &d, &num);
        printf("%s %s %d", c, d, num);
    }
    fclose(fptr);
    return 0;
}
```

# FSEEK

number of bytes to offset from position

```
int fseek(FILE *stream, int offset, int whence)
```

pointer to a FILE object

the position from where offset is added

The diagram shows the function signature 'int fseek(FILE \*stream, int offset, int whence)'. Three blue arrows point from descriptive text to the parameters: one from 'number of bytes to offset from position' to 'offset', one from 'pointer to a FILE object' to '\*stream', and one from 'the position from where offset is added' to 'whence'.

**whence** defines the point with respect to where the file pointer needs to be moved. It is specified by one of the following constants:

- SEEK\_END: End of the file.
- SEEK\_SET: Beginning of the file.
- SEEK\_CUR: Current position of the file pointer.

```
fseek(fp_ptr, 0, SEEK_END);  
fseek(fp_ptr, 10, SEEK_SET);
```

```
#include <stdio.h>
int main()
{
    int num; FILE *fptr; char c[100], d[100];
    fptr = fopen("program.txt", "r+");
    if(fptr == NULL)
        printf("Error!");
    else
    {
        fscanf(fptr, "%s %s %d", &c, &d, &num);
        printf("%s %s %d", c, d, num);
        fseek(fptr, 0, SEEK_END);
        fprintf(fptr, "\nI am the new last line :)");
    }
    fclose(fptr);
    return 0;
}
```

# HOME ASSIGNMENT

Write a program to read a file and display contents with its line numbers.

Make a factorial program which takes input from a file input.txt and saves the output in another file result.txt.

Make a program which reads all the text from a file but saves only count of vowels to another file.

# REFERENCES

<https://www.guru99.com/c-file-input-output.html>

<https://www.educative.io/edpresso/what-is-fseek-in-c>