

Run

Output

Clear

```

1 #include<stdlib.h>
2 #include<string.h>
3 #include<stdio.h>
4 struct
5 {
6     char dname[10],fname[10][10];
7     int fcnt;
8 }dir;
9 void main()
10 {
11     int i,ch;
12     char f[30];
13     dir.fcnt = 0;
14     printf("\nEnter name of directory -- ");
15     scanf("%s", dir.dname);
16     while(1)
17     {
18         printf("\n\n1. Create File\t2. Delete File\t3. Search File \n 4. Display
           Files\t5. Exit\nEnter your choice -- ");
19         scanf("%d",&ch);
20         switch(ch)
21         {
22             case 1: printf("\nEnter the name of the file -- ");
23                     scanf("%s",dir.fname[dir.fcnt]);
24                     dir.fcnt++;
25                     break;
26             case 2: printf("\nEnter the name of the file -- ");
27                     scanf("%s",f);

```

```
/tmp/wWiYFNk8EF.o
Enter name of directory -- CSE
1. Create File 2. Delete File 3. Search File
4. Display Files 5. Exit
Enter your choice -- 1
Enter the name of the file -- CSE
1. Create File 2. Delete File 3. Search File
4. Display Files 5. Exit
Enter your choice -- 4
The Files are -- CSE

1. Create File 2. Delete File 3. Search File
4. Display Files 5. Exit
Enter your choice --
```

Output Clear

The screenshot shows the Windows Task Manager application with the 'Performance' tab selected. The 'CPU' section is highlighted, showing 'Usage: 100%' in red. Below this, a list of processes is shown, with 'System Idle Process' at the top with 0% usage, followed by 'smss.exe' at 100% usage. The taskbar at the bottom shows various application icons, including the Start button, Internet Explorer, and several instances of the Task Manager application.