**PROGRAM:**

#include<stdio.h>

FILE \*p;

struct inventory{ //defining Structure for inventory with variables for asset no. , name and price

int asset\_no;

char name[10];

float price;

};

int main()

{

struct inventory i; //declaring structure variable

char choice;

int loop;

p=fopen("Inventory.txt","w"); //opening the file to save

if(p==NULL)

{

printf("FILE DOESNOT EXIST\n"); //printing error message for the file that doesn't exist

}

do

{

printf("Enter the asset number :"); //Entering the new asset number from user

scanf("%d",&i.asset\_no);

fprintf(p,"Asset Number : %d\n",i.asset\_no);

printf("Enter the asset name :"); //Entering the new asset name from user

getchar();

scanf("%s",&i.name);

fprintf(p,"Asset Name : %s\n",i.name);

printf("Enter the asset price :"); //Entering the new asset price from user

scanf("%f",&i.price);

fprintf(p,"Asset Price : %.2f\n",i.price);

printf("Do you want to add another asset :"); //asking for new assets if there

getchar();

scanf("%c",&choice);

if(choice=='y'||choice=='Y')

{

loop=1;

}

else

{

loop=0;

}

}while(loop);

printf("\*\*\*\*\*\*\*Thank You\*\*\*\*\*\*\*\*");

}

**ALGORITHM**

Step 1: Start

Step 2: Declare the file pointer fp.

Step 3: Declare structure Asset with variables “no”, “name” and “price”.

Step 4: Declare variables choice of type integer.

Step 5: open the file in append mode using fopen instruction.

Step 6: call the do while loop  
 read the input Asset no, Asset name, Asset price.

Step 7: print the message to add new record and read the input.

Step 8: close the file and stop.

**OUTPUT:**

