SOFT3122: System Programing

Term Project

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1) Introduction

In this project I designed and implement a file manager application, isik_filemanager in the C programming language. In this program you can do these functionalities create new file, delete an existing file, rename an existing file, copy a file, move a file from one folder to another. For the text files you can appent text to the end of a file, insert text in a specific position within the file, remove all text present in a file, show the content of a text data store, with the ability to pause per page and the number of lines per page could be specified by the user. The program support all commands.

2)Goals

The project contains the following methods:

Create a new file: Users can create a new file with their selected name.

Delete an existing file: Users can delete an existing file.

Rename an existing file: Users can rename an existing file.

Copy a file: Users can copy a file.

Move a file: Users can move a file from one location to another with selecting the source and destination.

Append text to a file: Users can add a text to an exist file. In the application they can insert text.

Remove all text from a file: Users can remove all texts from an exist file selecting the file name.

Show file content: Users can see the content of file. The application shows the content of file.

3)Implemantiton

In this file manager application I used library functions for example fopen(), fclose(), fseek(), fwrite(), fread(), rename() and remove(). I used some file opening modes there are , w , r , a , r+. These are file opening modes or Access modes specify the allowed operations on the file to be opened. They are passed as an argument to the fopen() function.

Firstly ‘w’ this one open for reading in text mode. If the file exists, its contents are overwritten. If the file doesnt exist, a new file is created. If unable to open the file it returns NULL. Secondly, ‘r’ this one searches file. If the file is opened successfully fopen() loads it into memory and set sup a pointer that points to the FİRST char in it. If the file cannot be opened

fopen() returns NULL. Thirdly, ‘a’ this one searches file. If the file is opened successfully fopen() loads it into memory and sets up a pointer that points to the LAST char in it. If the file doesn’t exist, a new file is created. If it is unable to open the file, it returns NULL. Finally, ‘r+’ this one searches file. It is opened successfully fopen() loads it into memory and set sup a pointer that points to the FİRST char in it. If unable to open the file it returns NULL.

In the application users first see a command line when they write a ‘/help’ they can see all the list of commands. You can write a command that you want to make something to file.

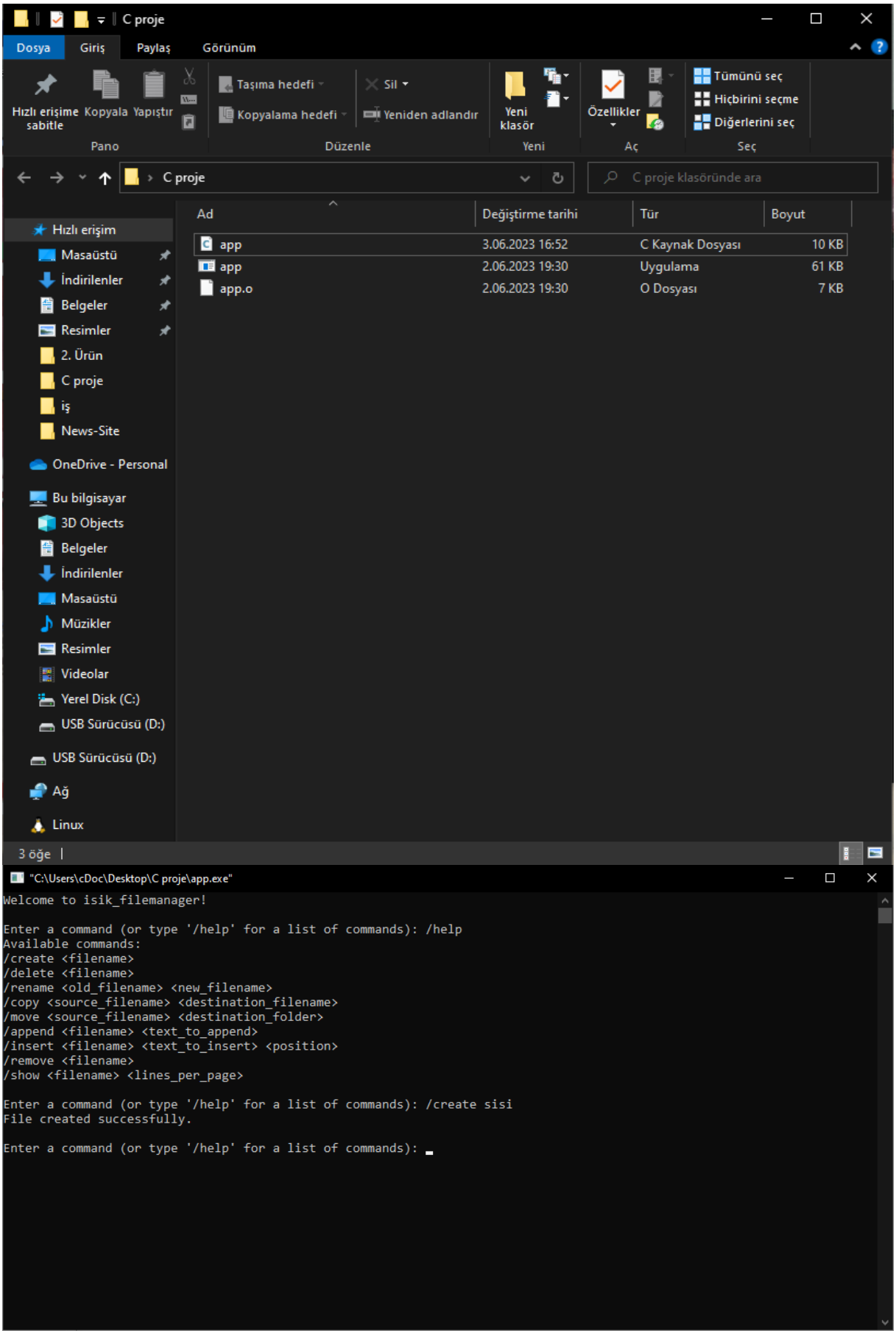
Overall, the isik_filemanager project opens the file, reads the file, creates a new file, deletes file, rename file and more. You can see in the code text all commands.

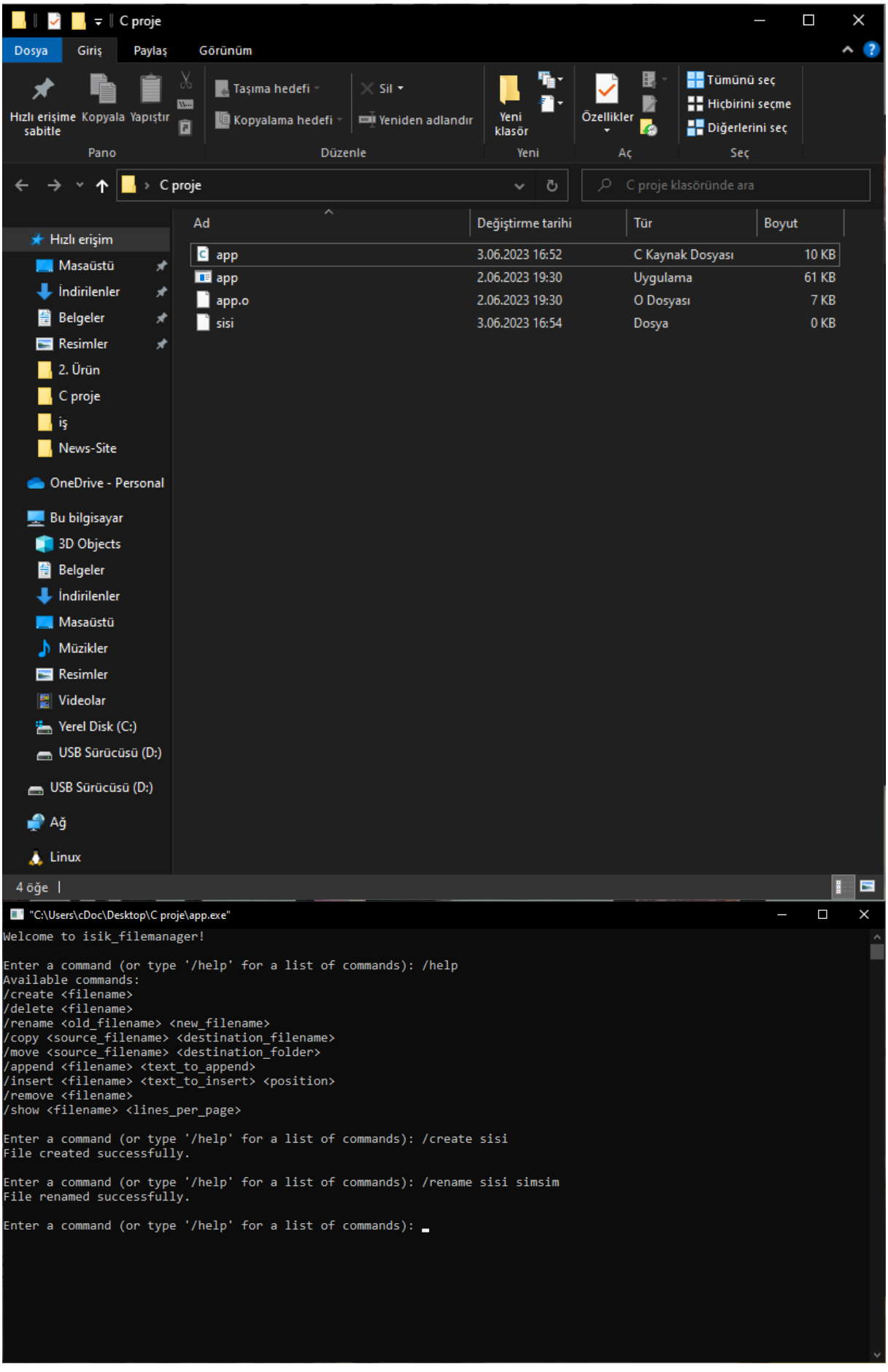
4)Final

In the program when you run it firstly there is ‘Enter a command (or type’/help’ for a list of commands): ‘ says then you can see the all command and you can enter the command for your needs. After you write ‘/help’ ;

- **/create <filename>**
- **/delete <filename>**
- **/rename <old_filename> <new_filename>**
- **/copy <source_filename> <destination_filename>**
- **/move <source_filename> <destination_folder>**
- **/append <filename> <text_to_append>**
- **/insert <filename> <text_to_insert>**
- **/remove <filename>**
- **/show <filename> <lines_per_page>**

There is a sample example when you run it:


C proje
Dosya
Giriş
Paylaş
Görünüm
Hızlı erişime sabitle
Kopyala
Yapıştır
Taşıma hedefi
Kopyalama hedefi
Sil
Yeniden adlandır
Yeni klasör
Özellikler
Tümünü seç
Hiçbirini seçme
Diğerlerini seç
Pano
Düzenle
Yeni
Aç
Seç
C proje
C proje klasöründe ara
Hızlı erişim
Masaüstü
İndirilenler
Belgeler
Resimler
2. Ürün
C proje
iş
News-Site
OneDrive - Personal
Bu bilgisayar
3D Objects
Belgeler
İndirilenler
Masaüstü
Müzikler
Resimler
Videolar
Yerel Disk (C:)
USB Sürücüsü (D:)
USB Sürücüsü (D:)
Ağ
Linux
Ad
Değiştirme tarihi
Tür
Boyut
app
3.06.2023 16:52
C Kaynak Dosyası
10 KB
app
2.06.2023 19:30
Uygulama
61 KB
app.o
2.06.2023 19:30
O Dosyası
7 KB
3 öğe
"C:\Users\cDoc\Desktop\C proje\app.exe"
Welcome to isik_filemanager!
Enter a command (or type '/help' for a list of commands): /help
Available commands:
/create <filename>
/delete <filename>
/rename <old_filename> <new_filename>
/copy <source_filename> <destination_filename>
/move <source_filename> <destination_folder>
/append <filename> <text_to_append>
/insert <filename> <text_to_insert> <position>
/remove <filename>
/show <filename> <lines_per_page>
Enter a command (or type '/help' for a list of commands): /create sisi
File created successfully.
Enter a command (or type '/help' for a list of commands):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C proje
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Ağ
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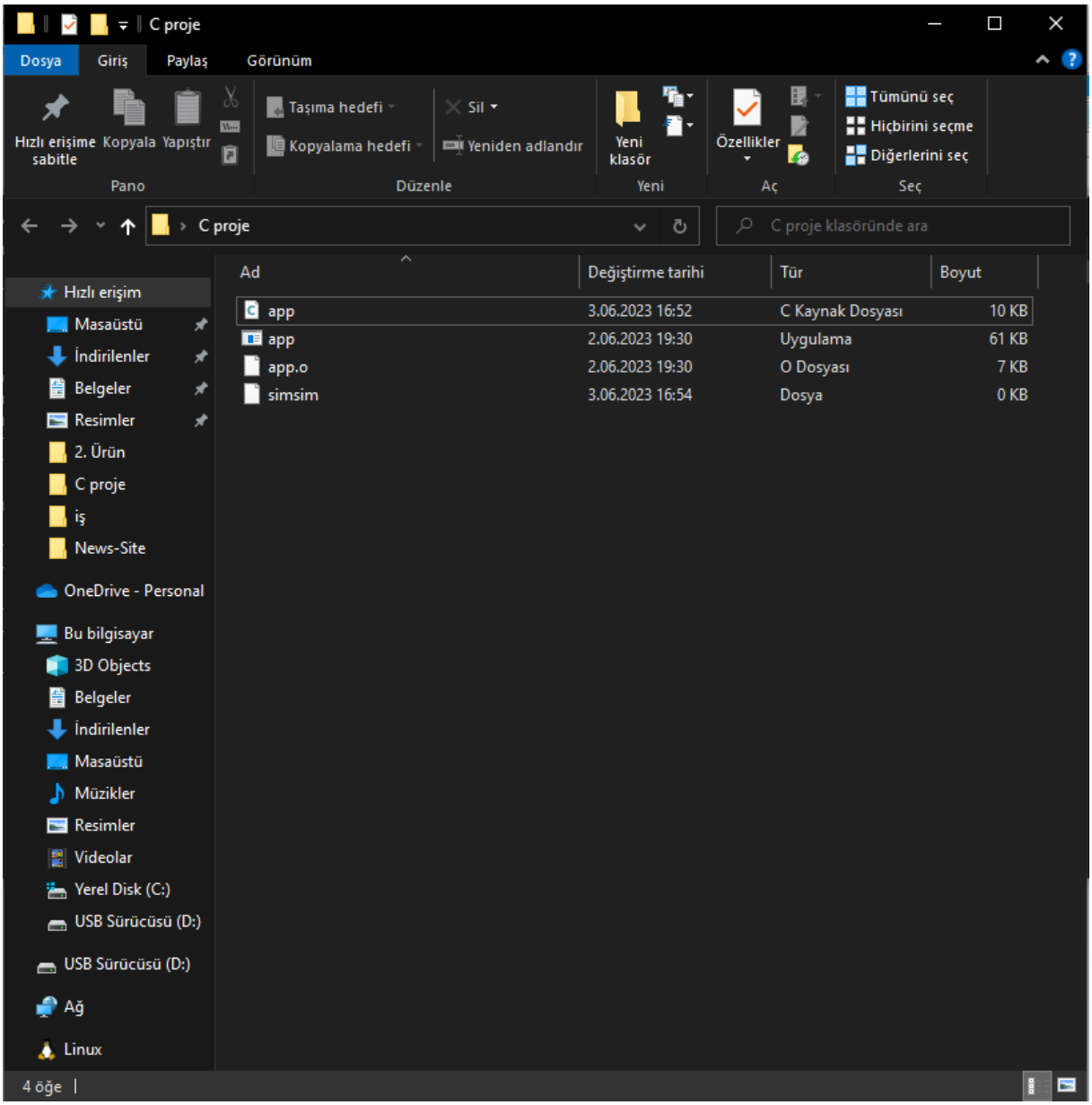
Ad
Değiştirme tarihi
Tür
Boyut
app 3.06.2023 16:52 C Kaynak Dosyası 10 KB
app 2.06.2023 19:30 Uygulama 61 KB
app.o 2.06.2023 19:30 O Dosyası 7 KB
sisi 3.06.2023 16:54 Dosya 0 KB
4 öğe
"C:\Users\cDoc\Desktop\C proje\app.exe"
Welcome to isik_filemanager!
Enter a command (or type '/help' for a list of commands): /help
Available commands:
/create <filename>
/delete <filename>
/rename <old_filename> <new_filename>
/copy <source_filename> <destination_filename>
/move <source_filename> <destination_folder>
/append <filename> <text_to_append>
/insert <filename> <text_to_insert> <position>
/remove <filename>
/show <filename> <lines_per_page>
Enter a command (or type '/help' for a list of commands): /create sisi
File created successfully.
Enter a command (or type '/help' for a list of commands): /rename sisi simsim
File renamed successfully.
Enter a command (or type '/help' for a list of commands):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Tümünü seç
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Diğerlerini seç
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simsim 3.06.2023 16:54 Dosya 0 KB
4 öğe