**1.ALGORITHM:**

//Inventory Management

//This program uses concept of file handling for management of inventory.

1. Declare a structure that can hold information of the asset like asset number,

asset name, asset price and FILE \*p pointer.

2. In main function

a. Create a variable of type inventory.

b. Open a file with suitable extension.

c. Ask for inputs for asset number, asset name, asset price.

d. Write the information in the file opened earlier.

e. Ask user for the looping condition if yes loop if not exit.

3. The inventory.txt has the information of the asset as entered.

**2.CODE WITH COMMENTS:**

#include<stdio.h>

int main()

{

FILE \*fp;//pointer

typedef struct

{

int no;

char name[20];

float price;

}Asset;

Asset a;

int choice;

//open file for writing in append mode

fp=fopen("invt.txt","a");

if(fp==NULL)

{

printf("File does not exist\n");

return;

}

do

{

//read and print the asset number

printf("\nEnter the Asset no:");

scanf("%d",&a.no);

fprintf(fp,"Asset No=%d\n",a.no);

//read and print the asset name

printf("\nEnter the Asset Name:");

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

fprintf(fp,"Asset Name=%c\n",a.name);

//read and print the asset price

printf("\nEnter the Asset price:");

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

fprintf(fp,"Asset No=%f\n",a.price);//print in the file

printf("\nDo you want to add another record Yes=1 or No=0:");

scanf("%d",&choice);

}while(choice);

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

fclose(fp);//close the file

return 0;

}

3**.SAMPLE OUTPUT INPUT:**

Enter the Asset no:1

Enter the Asset Name:Table

Enter the Asset price:350.90

Do you want to add another record Yes=1 or No=0:1

Enter the Asset no:2

Enter the Asset Name:Chair

Enter the Asset price:245

Do you want to add another record Yes=1 or No=0:1

Enter the Asset no:3

Enter the Asset Name:Book

Enter the Asset price:150.50

Do you want to add another record Yes=1 or No=0:0

Thank You