Exp:16

Code:

#include<stdio.h>

#include<stdlib.h>

struct Employee {

int empId;

char

empName[50];

float

empSalary;};

int main()

{

FILE

\*filePtr;

struct Employee emp;

filePtr = fopen("employee.dat", "rb+");

if (filePtr == NULL) {

filePtr = fopen("employee.dat", "wb+");

if (filePtr == NULL) {

printf("Error creating the file.\n"); return 1; }

}

int choice;

do {

printf("\nEmployee Database Menu:\n");

printf("1. AddEmployee\n");

printf("2. Display Employee Details\n");

printf("3. Update Employee Details\n");

printf("4. Exit\n");

printf("Enter your choice: ");

scanf("%d",&choice);

switch(choice) {

case 1:

printf("Enter Employee ID: ");

scanf("%d",&emp.empId);

printf("Enter EmployeeName: ");

scanf("%s", emp.empName);

printf("Enter Employee Salary: ");

scanf("%f", &emp.empSalary);

fseek(filePtr, (emp.empId - 1) \* sizeof(struct Employee), SEEK\_SET);

fwrite(&emp, sizeof(struct Employee), 1, filePtr);

printf("Employee details added successfully.\n");

break;

case 2:

printf("Enter Employee ID to display: ");

scanf("%d",&emp.empId);

fseek(filePtr, (emp.empId - 1) \* sizeof(struct Employee), SEEK\_SET);

fread(&emp, sizeof(struct Employee), 1, filePtr);

printf("Employee ID: %d\n", emp.empId);

printf("Employee Name: %s\n",

emp.empName);printf("EmployeeSalary:%.2f\n",emp.

empSalary); break;

case 3:

printf("Enter Employee ID to update: ");

scanf("%d",&emp.empId);

fseek(filePtr, (emp.empId - 1) \* sizeof(struct Employee), SEEK\_SET);

fread(&emp, sizeof(struct Employee), 1, filePtr);

printf("Enter EmployeeName: ");

scanf("%s", emp.empName);

printf("Enter Employee Salary:");

scanf("%f",&emp.empSalary);

fseek(filePtr, (emp.empId - 1) \* sizeof(struct Employee), SEEK\_SET);

fwrite(&emp, sizeof(struct Employee), 1, filePtr);

printf("Employee detailsupdated successfully.\n");

break;

case 4:

break;

printf("Invalid choice. Please try again.\n");

}

}

while(choice!=4);

fclose(filePtr);

return 0;

}

Output:

