#include<stdio.h>

#include<malloc.h>

struct block

{

int bno;

struct block \*next;

};

struct fileTable

{

char name[20];

int nob;

struct block \*sb;

}ft[30];

void main()

{

int i, j, n;

char s[20];

struct block \*temp;

printf("Enter no of files :");

scanf("%d",&n);

for(i=0;i<n;i++)

{

printf("\nEnter file name %d :",i+1);

scanf("%s",ft[i].name);

printf("Enter no of blocks in file %d :",i+1);

scanf("%d",&ft[i].nob);

ft[i].sb=(struct block\*)malloc(sizeof(struct block));

temp = ft[i].sb;

printf("Enter the blocks of the file :");

scanf("%d",&temp->bno);

temp->next=NULL;

for(j=1;j<ft[i].nob;j++)

{

temp->next = (struct block\*)malloc(sizeof(struct block));

temp = temp->next;

scanf("%d",&temp->bno);

}

temp->next = NULL;

}

printf("\nEnter the file name to be searched -- ");

scanf("%s",s);

for(i=0;i<n;i++)

if(strcmp(s, ft[i].name)==0)

break;

if(i==n)

printf("\nFile Not Found");

else

{

printf("\nFILE NAME NO OF BLOCKS BLOCKS OCCUPIED");

printf("\n %s\t\t%d\t",ft[i].name,ft[i].nob);

temp=ft[i].sb;

for(j=0;j<ft[i].nob;j++)

{

printf("%d ? ",temp->bno);

temp = temp->next;

}

}

getch();

}