EXP 26: Construct a C program to implement the file management operations.

```
#include <stdio.h>
#include <stdlib.h>
int main() {
  FILE *fp;
  char ch;
  char filename[100] = "file1.txt";
  char new_filename[100] = "file2.txt";
  char copy_filename[100] = "copy.txt";
  // 1. Create and write to a file
  fp = fopen(filename, "w");
  if (fp == NULL) {
    perror("Error creating file");
    return 1;
  }
  fprintf(fp, "Hello, this is a sample text.\n");
  fprintf(fp, "File Management Operations in C.\n");
  fclose(fp);
  printf("File '%s' created and written successfully.\n", filename);
  // 2. Read from the file
  fp = fopen(filename, "r");
  if (fp == NULL) {
    perror("Error reading file");
    return 1;
```

```
}
printf("\nContents of '%s':\n", filename);
while ((ch = fgetc(fp)) != EOF) {
  putchar(ch);
}
fclose(fp);
// 3. Copy contents to another file
FILE *src = fopen(filename, "r");
FILE *dest = fopen(copy filename, "w");
if (src == NULL | | dest == NULL) {
  perror("Error opening files for copy");
  return 1;
}
while ((ch = fgetc(src)) != EOF) {
  fputc(ch, dest);
}
fclose(src);
fclose(dest);
printf("\nContents copied from '%s' to '%s'.\n", filename, copy filename);
// 4. Rename the original file
if (rename(filename, new_filename) == 0) {
  printf("File renamed from '%s' to '%s'.\n", filename, new_filename);
} else {
  perror("Error renaming file");
}
// 5. Delete the copied file
```

```
if (remove(copy_filename) == 0) {
    printf("File '%s' deleted successfully.\n", copy_filename);
} else {
    perror("Error deleting file");
}

return 0;
}
```

Sample Output