**DESIGNING THE "add\_trains()" FUNCTION IN THE FILE "rlyres.c"**

Before any of the functions can perform any action , we will have to create a file called **alltrains.dat** and add records of several trains for which booking will be done. We will call this function from our **main()** function **as soon as the program starts**

For this purpose we need to design a function called **add\_trains( )** in the file **"rlyres.c" .**

Following is it's prototype:

**void add\_trains();**

**But an important point to remember is that although this function will be called everytime we run the project but it should write the records in the file only first time .**

This function will do the following:

1. Open the file **alltrains.dat** in **read-binary** mode

2. If the file gets opened it means that it is already present , so our function should do nothing and return

3.If the file doesn't get opened , it means that file is not present .

4. So the function should :

a. Create the file **alltrains.dat** in binary mode

b. Write the following array of structure **Train** in the file

***Train alltrains[4]={***

***{"123","BPL","GWA",2100,1500},***

***{"546","BPL","DEL",3500,2240},***

***{"345","HBJ","AGR",1560,1135},***

***{"896","HBJ","MUM",4500,3360},***

***};***

Here is the code for the function **add\_trains()** to be written in the file **"rlyres.c"**

***void add\_trains()***

***{***

***FILE \*fp=fopen("d:\\myproject\\alltrains.dat","rb");***

***if(fp==NULL)***

***{***

***Train alltrains[4]={***

***{"123","BPL","GWA",2100,1500},***

***{"546","BPL","DEL",3500,2240},***

***{"345","HBJ","AGR",1560,1135},***

***{"896","HBJ","MUM",4500,3360},***

***};***

***fp=fopen("d:\\myproject\\alltrains.dat","wb");***

***fwrite(alltrains,4\*sizeof(Train),1,fp);***

***printf("File saved successfully\n");***

***fclose(fp);***

***}***

***else***

***{***

***printf("File already present\n");***

***fclose(fp);***

***}***

***}***

**UPDATING THE "main()" FUNCTION**

The only change required in function **main()** as of now is calling the function **add\_trains()** at the start. So the updated code in function **main()** will be:

***#include <stdio.h>***

***#include <stdlib.h>***

***#include "conio2.h"***

***#include "rlyres.h"***

***int main()***

***{***

***int choice;***

***add\_trains();***

***while(1)***

***{***

***choice=enterchoice();***

***if(choice==9)***

***{***

***exit(0);***

***}***

***switch(choice)***

***{***

***case 1:***

***//view\_trains();***

***break;***

***case 2:***

***//book\_ticket();***

***break;***

***case 3:***

***//view\_ticket();***

***break;***

***case 4:***

***//get\_ticket\_no();***

***break;***

***case 5:***

***//view\_all\_bookings();***

***break;***

***case 6:***

***//view\_booking();***

***break;***

***case 7:***

***//cancel\_ticket();***

***break;***

***case 8:***

***//cancel\_train();***

***break;***

***default:***

***textcolor(RED);***

***printf("Wrong Choice!Try again\n");***

***getch();***

***clrscr();***

***}***

***}***

***}***

**DESIGNING THE "view\_trains()" FUNCTION IN THE FILE "rlyres.c"**

Before we can book a ticket , we must allow the user to view all the available trains . For this purpose we have a function called **view\_trains().**

The function **view\_trains()** will do the following:

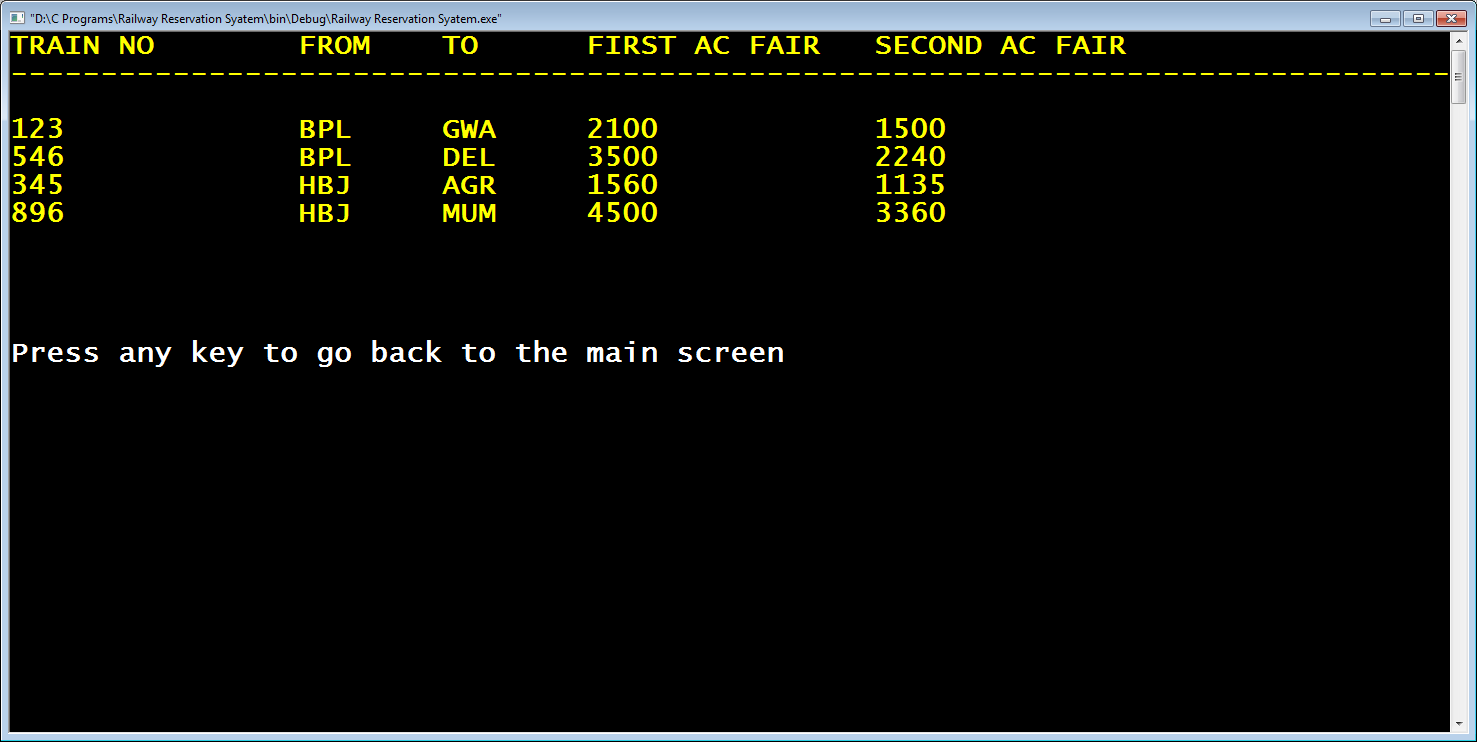
1. Display six column titles in the first row.

2. Below the titles it will draw a line of dashes.

output6.png

3. Then it will open the file **alltrains.dat** in **read-binary** mode

4. Read and display all the records to produce the following output and finally allow the user to press a key to return back to the main menu



***void view\_trains()***

***{***

***int i;***

***printf("TRAIN NO\tFROM\tTO\tFIRST AC FARE\tSECOND AC FARE\n");***

***for(i=1;i<=80;i++)***

***printf("-");***

***FILE \*fp=fopen("d:\\myproject\\alltrains.dat","rb");***

***Train tr;***

***while(fread(&tr,sizeof(tr),1,fp)==1)***

***printf("\n%s\t\t%s\t%s\t%d\t\t%d",tr.train\_no,tr.from,tr.to,tr.fac\_fare,tr.sac\_fare);***

***printf("\n\n\n\n");***

***fclose(fp);***

***}***