//single level directory system

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

struct file

{

char fileName[15][20];

char dirName[10];

int fno;

};

struct file dir;

int i,n;

void InsertFile()

{

printf("\n Enter the File name: ");

scanf("%s",dir.fileName[dir.fno]);

dir.fno++;

}

void DisplayFiles()

{

printf("\ndisplaying files:");

printf("\n Directorytfiles:");

printf("\n %s",dir.dirName);

for(i=0;i<dir.fno;i++)

{

printf("\n\t\t%s",dir.fileName[i]);

}

}

void DeleteFile()

{

char name[20];

printf("\n Enter the file to be deleted : ");

scanf("%s",name);

for(i=0;i<dir.fno;i++)

{

if(strcmp(dir.fileName[i],name)==0)

{

printf("\n%s is deleted \t:",dir.fileName[i]);

strcpy(dir.fileName[i],dir.fileName[dir.fno-1]);

dir.fno--;

}

}

}

void SearchFile()

{

char name[20];

int found=-1;

printf("\n Enter the file to be searched :");

scanf("%s",name);

for(i=0;i<dir.fno;i++)

{

if(strcmp(dir.fileName[i],name)==0)

{

printf("\n The File is found at position %d:",i+1);

found=1;

break;

}

}

if(found==-1)

printf("\n the file is not found :");

}

int main()

{

int op;

dir.fno=0;

printf("\n Enter the directory name : ");

scanf("%s",dir.dirName);

while(1)

{

printf("\n choose the option \n1:Insert a filen\n2:Display Files\n3:Delete Filen\n4:Search File\n5:Exit\n>>");

scanf("%d",&op);

switch(op)

{

case 1:InsertFile();

break;

case 2:DisplayFiles();

break;

case 3:DeleteFile();

break;

case 4:SearchFile();

break;

case 5:exit(0);

}

}

return 0;

}

Output:

