



Programming in C

Lab Project (Semester-1)

PET ADOPTION CENTER MANAGEMENT

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Title of Project

Pet Adoption Center Management

Description of Project

The proposed project is entirely designed in C language. The key features of C like file handling, function and recursion are used. The main idea of this project is to provide a user friendly interface to automate the process of serving towards the welfare of pets by giving the pet animals a new shelter.

Users of the System

- Customer
- Manager

Facilities provided by the system

- Customer:
 - o Browse pets
 - o Adopt pets
 - o Receive adoption certificate
- Manager:
 - o Add pets
 - o Update status of pets
 - o Delete records

Code

```
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
#include <string.h>
#define MAX 256

int browse_pets();
int browse_breeds(int a);

void print_species_file();
```



```

        else if(breed==2){
            strcpy(animal,animal2);
        }
        else if (breed==3){
            strcpy(animal,animal3);
        }
        else if (breed==4){
            strcpy(animal,animal4);
        }
        else if(breed==5){
            strcpy(animal,animal5);
        }
    }
else if(species==2)
{
    if(breed==1)
    {
        strcpy(animal,animal6);
    }
    else if(breed==2){
        strcpy(animal,animal7);
    }
    else if (breed==3){
        strcpy(animal,animal8);
    }
    else if (breed==4){
        strcpy(animal,animal9);
    }
    else if(breed==5){
        strcpy(animal,animal10);
    }
}
else if(species==3)
{
    if(breed==1)
    {
        strcpy(animal,animal11);
    }
    else if(breed==2){
        strcpy(animal,animal12);
    }
    else if (breed==3){

```



```

ffptr=fopen("species.txt","r+");
if(ffptr!=NULL){
    while((c=fgetc(ffptr))!=EOF)
    {
        printf("%c",c);
    }
    fclose(ffptr);
    printf("\n\n");
}
else
{
    printf("\nFile does not exist");
    fclose(ffptr);
}
}

```

```

void print_breed1_file()
{
    FILE *ffptr;char c;
    system("cls");
    printf("\n\n\n\n\n\n\n");
    ffptr=fopen("breed1.txt","a+");
    if(ffptr!=NULL){
        while((c=fgetc(ffptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptr);
        printf("\n\n");
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptr);
    }
}
}

```

```

void print_breed2_file()
{
    FILE *ffpPtr;char c;
    system("cls");
    printf("\n\n\n\n\n\n\n");
    ffpPtr=fopen("breed2.txt","a+");
    if(ffpPtr!=NULL){
        while((c=fgetc(ffpPtr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffpPtr);
        printf("\n\n");
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffpPtr);
    }
}

```

```

void print_breed3_file()
{
    FILE *ffpPtr;char c;
    system("cls");
    printf("\n\n\n\n\n\n\n");
    ffpPtr=fopen("breed3.txt","a+");
    if(ffpPtr!=NULL){
        while((c=fgetc(ffpPtr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffpPtr);
        printf("\n\n");
    }
    else {
        printf("\nFile does not exist");
        fclose(ffpPtr);
    }
}

```

```
}
```

```
int browse_pets(int a)
{
    print_species_file();
    printf("\n");
    scanf("%d",&a);
    if(a>=1&&a<=3)
    {
        return a;
    }
    else
    {
        system("cls");
        printf("\n\n\n\t\tInvalid choice\n\n");
        return browse_pets(a);
    }
}
```

```
int browse_breeds(int a)
{
    printf("Choose your favourite breed of pets:\n\n");
    if(a==1)
    {
        printf("\t\tMake your choice:\n\n\n\n");
        print_breed1_file();
        int n;
        scanf("%d",&n);
        return n;
    }
    else if(a==2)
    {
        printf("\t\tMake your choice:\n\n");
        print_breed2_file();
        int n;
        scanf("%d",&n);
        return n;
    }
    else if(a==3)
    {
```

```

        printf("\t\tMake your choice:\n\n");
        print_breed3_file();
        int n;
        scanf("%d",&n);
        return n;
    }
    else return -1;
}

```

```

void know_breed(int a,int b)
{
    if(a==1&&b==1)
    {
        FILE *ffpstr;char c;
        ffpstr=fopen("cockatiel.txt","a+");
        if(ffpstr!=NULL){
            while((c=fgetc(ffpstr))!=EOF)
            {
                printf("%c",c);
            }
            fclose(ffpstr);
        }
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffpstr);
    }
}
else if(a==1&&b==2)
{
    FILE *ffpstr;char c;
    ffpstr=fopen("Hyacinth Macaw.txt","a+");
    if(ffpstr!=NULL){
        while((c=fgetc(ffpstr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffpstr);
    }
    else

```

```

        {
            printf("\nFile does not exist");
            fclose(ffptr);
        }
    }
else if(a==1&&b==3)
{
    FILE *ffptr;char c;
    ffptr=fopen("Budgerigar.txt","a+");
    if(ffptr!=NULL){
        while((c=fgetc(ffptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptr);
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptr);
    }
}
else if(a==1&&b==4)
{
    FILE *ffptr;char c;
    ffptr=fopen("Green Cheeked Conure.txt","a+");
    if(ffptr!=NULL){
        while((c=fgetc(ffptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptr);
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptr);
    }
}
}

```

```

else if(a==1&&b==5)
{
    FILE *ffpstr;char c;
    ffpstr=fopen("Eclectus Parrot.txt","a+");
    if(ffpstr!=NULL){
        while((c=fgetc(ffpstr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffpstr);
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffpstr);
    }
}
else if(a==2&&b==1)
{
    FILE *ffpstr;char c;
    ffpstr=fopen("Persian Cat.txt","a+");
    if(ffpstr!=NULL){
        while((c=fgetc(ffpstr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffpstr);
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffpstr);
    }
}
else if(a==2&&b==2)
{
    FILE *ffpstr;char c;
    ffpstr=fopen("British Shorthair.txt","a+");
    if(ffpstr!=NULL){
        while((c=fgetc(ffpstr))!=EOF)

```

```

        {
            printf("%c",c);
        }
        fclose(ffptr);

    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptr);

    }
}
else if(a==2&&b==3)
{
    FILE *ffptr;char c;
    ffptr=fopen("Ragdoll.txt","a+");
    if(ffptr!=NULL){
        while((c=fgetc(ffptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptr);

    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptr);

    }
}
else if(a==2&&b==4)
{
    FILE *ffptr;char c;
    ffptr=fopen("Maine Coon.txt","a+");
    if(ffptr!=NULL){
        while((c=fgetc(ffptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptr);

    }
}

```

```

else
{
    printf("\nFile does not exist");
    fclose(ffptr);

}
}
else if(a==2&&b==5)
{
    FILE *ffptr;char c;
    ffptr=fopen("Siamese Cats.txt","a+");
    if(ffptr!=NULL){
        while((c=fgetc(ffptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptr);
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptr);
    }
}
else if(a==3&&b==1)
{
    FILE *ffptr;char c;
    ffptr=fopen("Golden Retriever.txt","a+");
    if(ffptr!=NULL){
        while((c=fgetc(ffptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptr);
    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptr);
    }
}

```



```
}
else if(a==3&&b==2)
{
    FILE *ffptry;char c;
    ffptry=fopen("Poodle.txt","a+");
    if(ffptry!=NULL){
        while((c=fgetc(ffptry))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptry);

    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptry);

    }
}
else if(a==3&&b==3)
{
    FILE *ffptry;char c;
    ffptry=fopen("Siberian Husky.txt","a+");
    if(ffptry!=NULL){
        while((c=fgetc(ffptry))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffptry);

    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffptry);

    }
}
else if(a==3&&b==4)
{
    FILE *ffptry;char c;
    ffptry=fopen("German Shepherd.txt","a+");
    if(ffptry!=NULL){
```

```

        while((c=fgetc(ffp_ptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffp_ptr);

    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffp_ptr);

    }
}
else if(a==3&&b==5)
{
    FILE *ffp_ptr;char c;
    ffp_ptr=fopen("Labrador Retriever.txt","a+");
    if(ffp_ptr!=NULL){
        while((c=fgetc(ffp_ptr))!=EOF)
        {
            printf("%c",c);
        }
        fclose(ffp_ptr);

    }
    else
    {
        printf("\nFile does not exist");
        fclose(ffp_ptr);

    }
}
}

```

```

int post_know()
{

    printf("Enter 'y' for yes and 'n' for no :\n");
    char c[2];char a[2]="y";char b[2]="n";
    scanf("%s",c);
}

```

```

    if (strcmp(a,c)==0)
    {
        printf("Thank you for adopting the pet.\nYou have found your new
friend.\n");
        return 121;
    }
    else if (strcmp(b,c)==0)
    {
        printf("Thank you for visiting.\n");
        exit(1);
    }

    else return post_know();
}

```

```

//////////manager//////////

```

```

//////////manager//////////

```

```

void manager_menu()
{
    printf("\t\tWhat would you like to do?\n\n");
    printf("\t\tPress 1 to add pets.\n\n");
    printf("\t\tPress 2 to update status of pets.\n\n");
    printf("\t\tPress 3 to delete records.\n\n");
    printf("\t\tPress 4 to exit.\n\n");
}

```

```

int mn_choice()
{
    printf("\nEnter your choice:\n");
    int a;
    scanf("%d",&a);
    if(a>=1&&a<=4)
    {
        return a;
    }
    else
    {
        system("cls");
        printf("\n\n\n\t\tInvalid choice\n\n");
        manager_menu();
        return mn_choice();
    }
}

```

```

void consequence(int a)
{
    if(a==1)
    {
        int n;
        printf("In which species do you want to add pets?\n");
        print_species_file();
        scanf("%d",&n);
        if(n==1)
        {
            FILE * fptr;
            int i,n;
            char str[100];

            char str1;

```

```

printf("-----\n");

        fptr = fopen("breed1.txt", "a");
        printf(" Input the number of breeds to be added : ");
        scanf("%d", &n);

```

```

        printf(" The lines are : \n");
        for(i = 0; i < n+1;i++)
        {
            fgets(str, sizeof str, stdin);
            fputs(str, fptr);
        }
        fclose (fptr);
//----- Read the file after appended -----
        fptr = fopen ("breed1.txt", "r");
        printf("\n The content of the file is  :\n");
        str1 = fgetc(fptr);
        while (str1 != EOF)
        {
            printf ("%c", str1);
            str1 = fgetc(fptr);
        }
        printf("\n\n");
        fclose (fptr);
//----- End of reading -----
    }
    else if(n==2)
    {
        FILE * fptr;
        int i,n;
        char str[100];

        char str1;

printf("-----\n");

        fptr = fopen("breed2.txt", "a");
        printf(" Input the number of breeds to be added : ");
        scanf("%d", &n);
        printf(" The lines are : \n");
        for(i = 0; i < n+1;i++)
        {
            fgets(str, sizeof str, stdin);
            fputs(str, fptr);
        }
        fclose (fptr);
//----- Read the file after appended -----
        fptr = fopen ("breed2.txt", "r");

```

```

        printf("\n The content of the file is  :\n");
        str1 = fgetc(fptr);
        while (str1 != EOF)
        {
            printf ("%c", str1);
            str1 = fgetc(fptr);
        }
        printf("\n\n");
        fclose (fptr);
//----- End of reading -----
    }
    else if(n==3)
    {
        FILE * fptr;
        int i,n;
        char str[100];

        char str1;

printf("-----\n");

        fptr = fopen("breed3.txt", "a");
        printf(" Input the number of breeds to be added : ");
        scanf("%d", &n);
        printf(" The lines are : \n");
        for(i = 0; i < n+1;i++)
        {
            fgets(str, sizeof str, stdin);
            fputs(str, fptr);
        }
        fclose (fptr);
//----- Read the file after appended -----
        fptr = fopen ("breed3.txt", "r");
        printf("\n The content of the file is  :\n");
        str1 = fgetc(fptr);
        while (str1 != EOF)
        {
            printf ("%c", str1);
            str1 = fgetc(fptr);
        }
        printf("\n\n");
        fclose (fptr);

```

```

//----- End of reading -----
    }
    else
    {
        system("cls");
        printf("Invalid choice\n");
        consequence(a);

    }

}
else if(a==2)
{
    int n;
    print_species_file();
    printf("\n");
    scanf("%d",&n);

    if(n==1)
    {
        printf("\t\tMake your choice:\n\n");
        print_breed1_file();

    }
    else if(n==2)
    {
        printf("\t\tMake your choice:\n\n");
        print_breed2_file();

    }
    else if(n==3)
    {
        printf("\t\tMake your choice:\n\n");
        print_breed3_file();

    }
    else
    {
        consequence(a);
    }
}

```

```

FILE *fptr1, *fptr2;
int lno, linectr = 0;
char str[MAX], fname[MAX];
char newln[MAX], temp[] = "temp.txt";

printf("\n\n Name of the file is the same as that of the animal :\n");

printf("-----\n");
printf(" Input the file name to be opened : ");
gets(fname);
fgets(fname, MAX, stdin);
fname[strlen(fname) - 1] = '\0';
fptr1 = fopen(fname, "r");
if (!fptr1)
{
    printf("Unable to open the input file!!\n");
    consequence(a);
}
fptr2 = fopen(temp, "w");
if (!fptr2)
{
    printf("Unable to open a temporary file to write!!\n");
    fclose(fptr1);
}

printf(" Input the content of the new line : ");
fgets(newln, MAX, stdin);

printf(" Input the line no you want to replace : ");
scanf("%d", &lno);

while (!feof(fptr1))
{
    strcpy(str, "\0");
    fgets(str, MAX, fptr1);
    if (!feof(fptr1))
    {
        linectr++;
        if (linectr != lno)
        {
            fprintf(fptr2, "%s", str);

```



```

        }
        else
        {
            fprintf(fp2, "%s", newln);
        }
    }
}
fclose(fp1);
fclose(fp2);
remove(fname);
rename(temp, fname);
printf(" Replacement done successfully..!! \n");

}

else if(a==3)
{
    int n;
    system("cls");
    printf("Enter for which species you want to delete the breed: ");
    print_species_file();
    scanf("%d",&n);
    if(n==1)
    {

        FILE* fp1;
        FILE* fp2;

        char ch;

        int line = 0;
        int temp = 1;

        fp1 = fopen("breed1.txt", "r");
        if (fp1 == NULL) {
            printf("\nUnable to open file\n");
        }

        while (!feof(fp1)) {
            ch = getc(fp1);
            printf("%c", ch);
        }
        rewind(fp1);
    }
}

```

```

printf("\nEnter line number to delete the line: ");
scanf("%d", &line);

fp2 = fopen("temp.txt", "w");

while (!feof(fp1))
{
    ch = getc(fp1);

    if (ch == '\n')
    {
        temp++;
    }

    if (temp != line)
    {
        putc(ch, fp2);
    }
}

fclose(fp1);

fclose(fp2);

remove("breed1.txt");
rename("temp.txt", "breed1.txt");

printf("\nModified file:\n");

fp1 = fopen("breed1.txt", "r");
if (fp1 == NULL) {
    printf("\nUnable to open file\n");
}

while (!feof(fp1)) {
    ch = getc(fp1);
    printf("%c", ch);
}

fclose(fp1);

printf("\n");

```

```

}

else if(n==2)
{
    FILE* fp1;
    FILE* fp2;

    char ch;

    int line = 0;
    int temp = 1;

    fp1 = fopen("breed2.txt", "r");
    if (fp1 == NULL) {
        printf("\nUnable to open file\n");
    }

    while (!feof(fp1)) {
        ch = getc(fp1);
        printf("%c", ch);
    }
    rewind(fp1);

    printf("\nEnter line number to delete the line: ");
    scanf("%d", &line);

    fp2 = fopen("temp.txt", "w");

    while (!feof(fp1))
    {
        ch = getc(fp1);

        if (ch == '\n')
        {
            temp++;
        }

        if (temp != line)
        {
            putc(ch, fp2);
        }
    }
}

```

```

    }

fclose(fp1);

fclose(fp2);

remove("breed2.txt");
rename("temp.txt", "breed2.txt");

printf("\nModified file:\n");

fp1 = fopen("breed2.txt", "r");
if (fp1 == NULL) {
    printf("\nUnable to open file\n");
}

while (!feof(fp1)) {
    ch = getc(fp1);
    printf("%c", ch);
}

fclose(fp1);

printf("\n");

}

else if(n==3)
{
    FILE* fp1;
    FILE* fp2;

    char ch;

    int line = 0;
    int temp = 1;

    fp1 = fopen("breed3.txt", "r");
    if (fp1 == NULL) {
        printf("\nUnable to open file\n");
    }
}

```

```

while (!feof(fp1)) {
    ch = getc(fp1);
    printf("%c", ch);
}
rewind(fp1);

printf("\nEnter line number to delete the line: ");
scanf("%d", &line);

fp2 = fopen("temp.txt", "w");

while (!feof(fp1))
{
    ch = getc(fp1);

    if (ch == '\n')
    {
        temp++;
    }

    if (temp != line)
    {
        putc(ch, fp2);
    }
}

fclose(fp1);

fclose(fp2);

remove("breed3.txt");
rename("temp.txt", "breed3.txt");

printf("\nModified file:\n");

fp1 = fopen("breed3.txt", "r");
if (fp1 == NULL) {
    printf("\nUnable to open file\n");
}

while (!feof(fp1)) {
    ch = getc(fp1);

```

```

        printf("%c", ch);
    }

    fclose(fp1);

    printf("\n");

}

else
{
    system("cls");
    printf("Invalid choice\n");
    consequence(a);
}
}

}

```

Sample Outputs

```

C:\Users\subha\c programming\1st Sem Project Pet Adoption Center\bin\Debug\1st Sem Project Pet Adoption Center.exe

Press 1 to select Persian Cats.
Press 2 to select British Shorthair.
Press 3 to select Ragdoll.
Press 4 to select Maine Coon.
Press 5 to select Siamese Cats.
4
                                     MAINE COON

Status: Not adopted

Description:

The Maine Coon is a large domesticated cat breed. It has a distinctive physical appearance and valuable hunting skills.It is characterized by a prominent ruff along its chest, robust bone structure, rectangular body shape, an uneven two-layered coat with longer guard hairs over a silky satin undercoat, and a long, bushy tail.Maine Coons are known as the "gentle giants" and possess above-average intelligence, making them relatively easy to train.

Life span: 10 to 12 years

Age : 4 months

Would you like to adopt this pet??Enter 'y' for yes and 'n' for no :

```

"C:\Users\subha\c programming\1st Sem Project Pet Adoption Center\bin\Debug\1st Sem Project Pet Adoption Center.exe"

Hello sam
Looking to add a pet to your family ? Find one at this pet adoption center

Press 1 to select birds.

Press 2 to select cats.

press 3 to select dogs.

ADOPTION CERTIFICATE

This is to certify that
 sam
has adopted
 Maine Coon
And invited into their forever home.

```
Hello Manager!!

What would you like to do?

Press 1 to add pets.

Press 2 to update status of pets.

Press 3 to delete records.

Press 4 to exit.

Enter your choice:
```

Contribution by group members

RITISH B421042: Integration of all functions in main function

SUBHAJIT B421054: Code for Customer

SUSHOBHAN B421058: Code for Manager

References

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