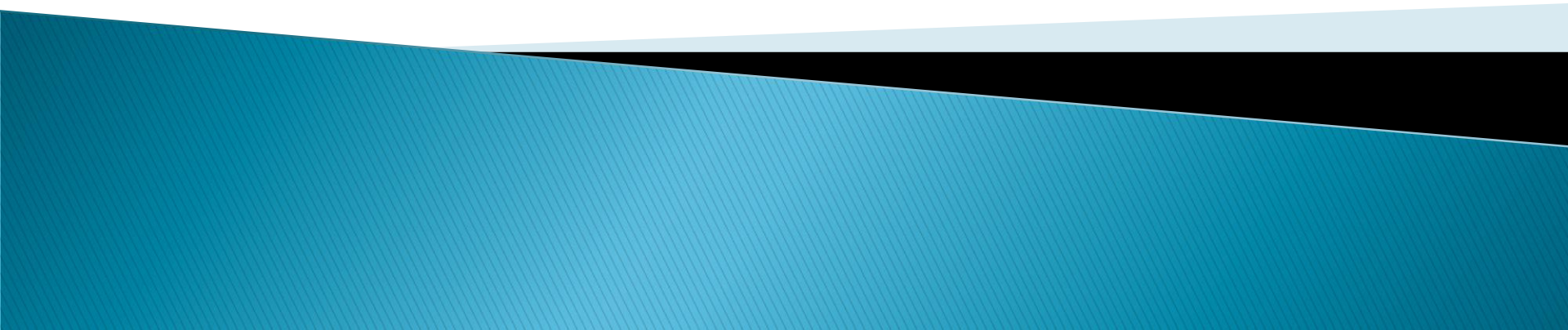


# Introduction to Problem Solving and Programming

Lecture 11 – Files



# Why files?

- ▶ So far, all our examples obtained their input from the keyboard and displayed their output on the Screen.
- ▶ However, in many real-life applications, the input data is so much that it will be inconvenient to expect the user to type it each time the program is run.
  - For example: A program to generate employee pay slip from employee data.
- ▶ Similarly, there are many applications where the output will be more useful if it is stored in a file rather than the screen.
  - For example: In the program that generates pay slip, how can we print the pay slips and distribute them to the employees if the output is printed on the screen?

# Types of files

```
graph TD; A[Types of files] --> B[Text files]; A --> C[Binary files];
```

## Text files

Used to store data as text.

Used to store data as binary.

## Binary files

# Steps For Using Data Files

1. Declare variables of type **FILE** to represent the files
2. Open the files for reading / writing / appending.
3. Read/write from/to the files.
4. Close the files after processing the data.

# 1. Declare variables of type

`FILE`

You can declare the file pointer (binary or text) as the following:

```
FILE *f1; → f1 is a pointer
```

# Open the files for reading/writing

	Text Files	Binary Files
Read	<pre>f1 = fopen("data.txt", "r");</pre>	<pre>f1 = fopen("data.t", "rb");</pre>
Write	<pre>f1 = fopen("data.txt", "w");</pre>	<pre>f1 = fopen("data.t", "wb");</pre>
append	<pre>f1 = fopen("data.txt", "a");</pre>	<pre>f1 = fopen("data.t", "ab");</pre>

# Read/ Write from a file

	<b>Text Files</b>	<b>Binary Files</b>
<b>Read</b>	<code>fscanf</code>	<code>fread</code>
<b>Write</b>	<code>fprintf</code>	<code>fwrite</code>

# Example 1

```
void main(void)
{
    FILE *f1;
    float x=5.346;
    char A[] = "Hello";

    f1 = fopen("c:\\abc.txt", "wt");
    fprintf( f1, "%s %f", A, x);
    fclose(f1);
}
```



# Example 2

```
void main(void)
{
    FILE *f1;
    float x;
    char A[100];

    f1 = fopen("c:\\abc.txt", "rt");
    fscanf( f1, "%s %f", A, &x);
    fclose(f1);
}
```

# Example 3

```
void main(void)
{
    FILE *f1, *f2;
    char c;

    f1 = fopen("c:\\abc.txt", "rt");
    f2 = fopen("c:\\abc_copy.txt", "wt");
    while(!feof(f1))
        {
            fscanf( f1, "%c", &c);
            fprintf( f2, "%c", c);
        }

    fclose(f1);
    fclose(f2);
}
```

# Example 4

```
struct Pers_Data
{
    char Name[100];
    int ID;
    char Add[255];
};

void main(void)
{
    Pers_Data P[10];
    FILE *f;
    int i;

    for( i = 0; i<10; i++)
    {
        scanf("%s",
P[i].Name); scanf("%d",
&P[i].ID);
        scanf("%s", P[i].Add);
    }
}
```

```
f = fopen("c:\\DataBase.1", "wt");

for( i = 0; i<10; i++)
{
    fprintf(f, "%s", P[i].Name);
    fprintf(f, "%d", P[i].ID);
    fprintf(f, "%s", P[i].Add);
}

fclose(f);

} //main
```

# Example 5

```
void main(void)
{
    FILE *f1;
    float x=5.346;
    char A[] = "Hello";

    f1 = fopen("c:\\abc.bin", "wb");
    fwrite(&x, sizeof(float), 1, f1);
    fwrite(A, sizeof(char), strlen(A), f1);
    fclose(f1);
}
```

# Example 6

```
void main(void)
{
    FILE *f1;
    float x;
    char A[100];

    f1 = fopen("c:\\abc.bin", "rb");
    fread(&x, sizeof(float), 1, f1);
    fread(A, sizeof(char), 5, f1);
    fclose(f1);
}
```

# Example 7

```
void main(void)
{
    FILE *f1, *f2;
    char c;

    f1 = fopen("c:\\abc.bin", "rb");
    f2 = fopen("c:\\abc_copy.bin", "wb");
    while(!feof(f1))
        {
            fread(&c, sizeof(char), 1, f1);
            fwrite(&c, sizeof(char), 1, f2);
        }
    fclose(f1);
    fclose(f2);
}
```

# Example 8

```
struct Pers_Data
{
    char Name[100];
    int ID;
    char Add[255];
};
```

```
void main(void)
{
    Pers_Data P[10];
    FILE *f;
    int i;
```

```
for( i = 0; i<10; i++)
{
    scanf("%s", P[i].Name);
    scanf("%d", &P[i].ID);
    scanf("%s", P[i].Add);
}
f = fopen("c:\\DataBase.2", "wb");

for(i = 0; i<10; i++)
    fwrite(&P[i],
        sizeof(Pers_Data), 1, f);
fclose(f);
}//main
```

# Example 9

```
struct Pers_Data
{
    char Name[100];
    int ID;
    char Add[255];
};
```

```
void main(void)
{
    Pers_Data P[10];
    FILE *f;
    int i;
```

```
    for( i = 0; i<10; i++)
        {
            scanf("%s", P[i].Name);
            scanf("%d", &P[i].ID);
            scanf("%s", P[i].Add);
        }

    f = fopen("c:\\DataBase.3", "wb");

    fwrite(P, sizeof(Pers_Data), 10, f);

    fclose(f);

    }//main
```



**Questions?**

