

UNIT-9

File Handling

A file represents sequence of bytes on the disk where group of related data is stored. File is created for permanent storage of data.

In C, structure pointer of file type is used to declare a file.

File Operations:

- i) Creating file [new file created by fopen with attributes as "a" or "a+" or "w" or "w+"]
- ii) Opening an existing file (fopen)
- iii) Reading from file (fscanf or fgets)
- iv) Writing to a file (fprintf or fputs)
- v) Moving to a specific location in a file (fseek, rewind)
- vi) Closing a file (fclose)

Example file Operations:

```
#include <stdio.h>
#include <string.h>
int main()
{
```

```
FILE *fp;
```

```
char data[50];
```

```
// Opening an existing file
```

```
printf("Opening the file test.c in write mode");
```

```
fp=fopen("test.c", "w");
```

```
if (fp == NULL)
```

```

{ printf ("Could not open file test.c");
  return 1;
}

printf ("In Enter some text from
keyboard to write in file test.c");
// getting input from user
while (strlen (gets (data)) > 0)
{
    // writing in file
    fputs (data, fp);
    fputs ("\n", fp);
}
// closing the file
printf ("Closing the file test.c");
fclose (fp);
return 0;
}

```

Output:

Opening the file test.c in write mode
 Enter some text from keyboard to
 write in the file test.c
 Hai, How are you?
 Closing the file test.c

file handling functions

Description

fopen()	Creates new file or opens existing file
fclose()	closes opened file
getw()	reads integer from file
putw()	writes integer to file
fgetc()	reads character from file
fputc()	writes character to file
gets()	reads line from keyboard
puts()	writes line to screen
fgets()	reads string from file
fputs()	writes string to file
feof()	finds end of file
fgetchar()	reads character from keyboard
fprintf()	writes formatted data to file
fscanf()	reads formatted data from file
fseek()	moves file pointer position to given location
ftell()	gives current position of file pointer
rewind()	moves file pointer position to beginning of file
getc()	reads character from file
getch()	reads character from keyboard
printf()	writes formatted data to screen
scanf()	reads formatted data to screen