



CSE 06131223 ♦ CSE 06131224

Structured Programming

Lecture 24

File Management in C (2)



Prepared by _____



Md. Mijanur Rahman, Prof. Dr.

Dept. of Computer Science and Engineering
Jatiya Kabi Kazi Nazrul Islam University, Bangladesh

www.mijanrahman.com



Contents

File Management in C

- Introduction
- Why do we need File Handling in C?
- Types of Files in C
- C File Operations
- File Pointer in C
- Functions for File Handling
- Defining and Opening a File
- Closing a File
- **I/O Operations on Files**
- **Reading from a File**
- **Writing to a File**
- **Error Handling during File Operations**

I/O Operations on Files

- Once a file is opened, reading out of or writing to it is accomplished the standard I/O functions, listed below:

<i>Function name</i>	<i>Operation</i>
fopen()	* Creates a new file for use. * Opens an existing file for use.
fclose()	* Closes a file which has been opened for use.
getc()	* Reads a character from a file.
putc()	* Writes a character to a file.
fprintf()	* Writes a set of data values to a file.
fscanf()	* Reads a set of data values from a file.
getw()	* Reads an integer from a file.
putw()	* Writes an integer to a file.
fseek()	* Sets the position to a desired point in the file.
ftell()	* Gives the current position in the file (in terms of bytes from the start).
rewind()	* Sets the position to the beginning of the file.

I/O Operations on Files

- **Reading From a File:** The file read operation in C can be performed using functions `fscanf()` or `fgets()`. Both the functions performed the same operations as that of `scanf` and `gets` but with an additional parameter, the file pointer. There are also other functions we can use to read from a file. Such functions are listed below:

Function	Description
<code>fscanf()</code>	Use formatted string and variable arguments list to take input from a file.
<code>fgets()</code>	Input the whole line from the file.
<code>fgetc()</code>	Reads a single character from the file.
<code>fgetw()</code>	Reads a number from a file.
<code>fread()</code>	Reads the specified bytes of data from a binary file.

I/O Operations on Files

- **Write to a file:** The file write operations can be performed by the functions `fprintf()` and `fputs()` with similarities to read operations. C programming also provides some other functions that can be used to write data to a file such as:

Function	Description
<code>fprintf()</code>	Similar to <code>printf()</code> , this function use formatted string and variable arguments list to print output to the file.
<code>fputs()</code>	Prints the whole line in the file and a newline at the end.
<code>fputc()</code>	Prints a single character into the file.
<code>fputw()</code>	Prints a number to the file.
<code>fwrite()</code>	This functions write the specified amount of bytes to the binary file.

getc and putc Functions

- The `getc()` and `putc()` functions in C are used for character-based input and output operations on files. They are part of the standard I/O library (`stdio.h`).
- Both `getc()` and `putc()` are simple and efficient for reading and writing characters to files. They can be useful for handling character-based input and output operations when dealing with files in C.
- **`int getc(FILE *stream):`**
 - Reads a character from the specified input stream.
 - The `stream` parameter is a pointer to a `FILE` object representing the stream from which to read the character.
 - Returns the character read as an unsigned char cast to an int, or EOF (defined in `stdio.h`) if an error occurs or if the end of the file is reached.

getc and putc Functions

- **int getc(FILE *stream):**

```
int ch;
FILE *fp;
fp = fopen("input.txt", "r");
if (fp != NULL) {
    while ((ch = getc(fp)) != EOF) {
        printf("%c", ch);
    }
    fclose(fp);
}
```

getc and putc Functions

- **int putc(int character, FILE *stream):**
 - Writes a character to the specified output stream.
 - The character parameter is the character to be written, specified as an int. It's typically cast to unsigned char before being written.
 - The stream parameter is a pointer to a FILE object representing the output stream to which the character will be written.
 - Returns the character written as an unsigned char cast to an int, or EOF if an error occurs.

getc and putc Functions

- **int putc(int character, FILE *stream):**

```
int ch;
FILE *fp;
fp = fopen("output.txt", "w");
if (fp != NULL) {
    for (ch = 'A'; ch <= 'Z'; ch++) {
        putc(ch, fp);
    }
    fclose(fp);
}
```

getc and putc Functions

- C Program using getc and putc functions:
- Here's a simple C program that reads from one file character by character using getc() and writes the content to another file using putc().

```
1 #include <stdio.h>
2 int main() {
3     FILE *inputFile, *outputFile;
4     int ch;
5
6     inputFile = fopen("input.txt", "r");
7     if (inputFile == NULL) {
8         perror("Error opening input file");
9         return 1;
10    }
11    outputFile = fopen("output.txt", "w");
12    if (outputFile == NULL) {
13        perror("Error opening output file");
14        fclose(inputFile);
15        return 1;
16    }
17
18    while ((ch = getc(inputFile)) != EOF) {
19        putc(ch, outputFile);
20    }
21    fclose(inputFile);
22    fclose(outputFile);
23    printf("File copied successfully!\n");
24    return 0;
25 }
```

getw and putw Functions

- The `getw()` and `putw()` functions in C are used for reading and writing binary data (integers) to files. They are typically used for binary file I/O.
- **`int getw(FILE *stream):`**
 - Reads a binary integer from the specified input stream.
 - The stream parameter is a pointer to a FILE object representing the stream from which to read the integer.
 - Returns the integer read from the file.

getw and putw Functions

- **int getw(FILE *stream):**

```
int num;
FILE *fp;
fp = fopen("data.bin", "rb");
if (fp != NULL) {
    num = getw(fp);
    printf("Read number: %d\n", num);
    fclose(fp);
}
```

getw and putw Functions

- **int putw(int num, FILE *stream):**
 - Writes a binary integer to the specified output stream.
 - The num parameter is the integer to be written.
 - The stream parameter is a pointer to a FILE object representing the output stream to which the integer will be written.
 - Returns 0 on success or EOF if an error occurs.

getw and putw Functions

- **int putw(int num, FILE *stream):**

```
int num = 42;
```

```
FILE *fp;
```

```
fp = fopen("data.bin", "wb");
```

```
if (fp != NULL) {
```

```
    putw(num, fp);
```

```
    fclose(fp);
```

```
}
```

getw and putw Functions

- C Program using getw and putw functions:
- Here's a simple C program that demonstrates the usage of getw() and putw() functions to read and write integers to a binary file.

```
1  #include <stdio.h>
2  int main() {
3      FILE *inputFile, *outputFile;
4      int num;
5
6      inputFile = fopen("input.bin", "rb");
7      if (inputFile == NULL) {
8          perror("Error opening input file");
9          return 1;
10     }
11
12     outputFile = fopen("output.bin", "wb");
13     if (outputFile == NULL) {
14         perror("Error opening output file");
15         fclose(inputFile);
16         return 1;
17     }
18     while ((num = getw(inputFile)) != EOF) {
19         putw(num, outputFile);
20     }
21     fclose(inputFile);
22     fclose(outputFile);
23     printf("File copied successfully!\n");
24     return 0;
25 }
```

fprintf and fscanf Functions

- The fprintf() and fscanf() functions in C are used for formatted input and output operations with files. They are part of the standard I/O library (stdio.h).
- **int fprintf(FILE *stream, const char *format, ...):**
 - Writes formatted data to the specified output stream.
 - The stream parameter is a pointer to a FILE object representing the output stream to which the data will be written.
 - The format parameter is a format string that specifies how subsequent arguments are formatted and written to the stream, similar to printf().
 - Returns the number of characters written, or a negative value if an error occurs.

fprintf and fscanf Functions

- **int fprintf(FILE *stream, const char *format, ...):**

```
int num = 42;
double pi = 3.14159;
FILE *fp;
fp = fopen("output.txt", "w");
if (fp != NULL) {
    fprintf(fp, "Integer: %d, Pi: %f\n", num, pi);
    fclose(fp);
}
```

fprintf and fscanf Functions

- **int fscanf(FILE *stream, const char *format, ...):**
 - Reads formatted data from the specified input stream.
 - The stream parameter is a pointer to a FILE object representing the input stream from which the data will be read.
 - The format parameter is a format string that specifies how the input data should be interpreted and read from the stream, similar to scanf().
 - Returns the number of input items successfully matched and assigned, or EOF if the end of the file is reached or an error occurs.

fprintf and fscanf Functions

- **int fscanf(FILE *stream, const char *format, ...):**

```
int num;
double pi;
FILE *fp;
fp = fopen("input.txt", "r");
if (fp != NULL) {
    fscanf(fp, "Integer: %d, Pi: %f\n", &num, &pi);
    printf("Read Integer: %d, Pi: %f\n", num, pi);
    fclose(fp);
}
```

fprintf and fscanf Functions

- C Program using fscanf and fprintf functions:
- Here's is a simple C program that demonstrates the usage of fscanf() to read formatted data from a file and fprintf() to write formatted data to another file.

```
1 #include <stdio.h>
2 int main() {
3     FILE *inputFile, *outputFile;
4     int num1, num2;
5     double result;
6     inputFile = fopen("input.txt", "r");
7     if (inputFile == NULL) {
8         perror("Error opening input file");
9         return 1;
10    }
11    outputFile = fopen("output.txt", "w");
12    if (outputFile == NULL) {
13        perror("Error opening output file");
14        fclose(inputFile);
15        return 1;
16    }
17    if (fscanf(inputFile, "%d %d", &num1, &num2) == 2) {
18        result = num1 + num2;
19        fprintf(outputFile, "Sum: %.2f\n", result);
20    } else {
21        printf("Failed to read input from file.\n");
22    }
23    fclose(inputFile);
24    fclose(outputFile);
25    printf("Sum calculated and written to output.txt.\n");
26    return 0;
27 }
```



THE END

