



The slides here are not comprehensive. And covers some part of the lecture

**File Reading list...**

Read the following pages from Herbert Sheild Teach yourself book:

**Pages: 257 to 297**

# What is a File?

- A *file* is a collection of related data that a computer treats as a single unit.
- Computers store files to secondary storage so that the contents of files remain intact when a computer shuts down.
- When a computer reads a file, it copies the file from the storage device to memory; when it writes to a file, it transfers data from memory to the storage device.
- C uses a structure called **FILE** (defined in **stdio.h**) to store the attributes of a file.

# Steps in Processing a File

1. Create the stream via a pointer variable using the **FILE** structure:

```
FILE *p;
```

2. Open the file, associating the stream name with the file name.
3. Read or write the data.
4. Close the file.

# The basic file operations are

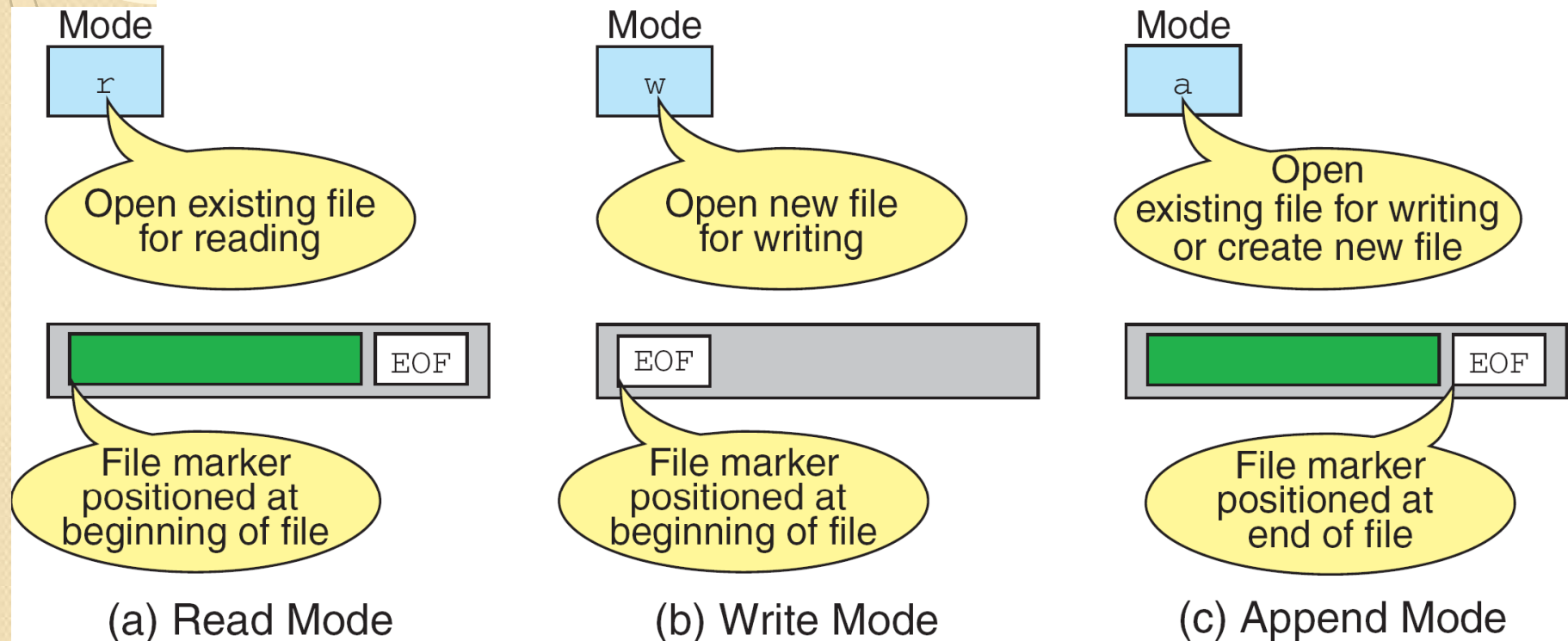
- `fopen` - open a file- specify how its opened (read/write) and type (binary/text)
- `fclose` - close an opened file
- `fread` - read from a file
- `fwrite` - write to a file
- `fseek/fsetpos` - move a file pointer to somewhere in a file.
- `ftell/fgetpos` - tell you where the file pointer is located.

# File Open Modes

Mode	Meaning
r	Open text file in read mode <ul style="list-style-type: none"><li>• If file exists, the marker is positioned at beginning.</li><li>• If file doesn't exist, error returned.</li></ul>
w	Open text file in write mode <ul style="list-style-type: none"><li>• If file exists, it is erased.</li><li>• If file doesn't exist, it is created.</li></ul>
a	Open text file in append mode <ul style="list-style-type: none"><li>• If file exists, the marker is positioned at end.</li><li>• If file doesn't exist, it is created.</li></ul>

***from Table 7-1 in Forouzan & Gilberg, p. 400***

# More on File Open Modes



*from Figure 7-4 in Forouzan & Gilberg, p. 401*

## Additionally,

- r+ - open for reading and writing, start at beginning
- w+ - open for reading and writing (overwrite file)
- a+ - open for reading and writing (append if file exists)



# File Open

- The file open function (**fopen**) serves two purposes:
  - It makes the connection between the physical file and the stream.
  - It creates “a program file structure to store the information” C needs to process the file.
- Syntax:  
`filepointer=fopen ("filename",  
"mode") ;`

## More On `fopen`

- The file mode tells C how the program will use the file.
- The filename indicates the system name and location for the file.
- We assign the return value of `fopen` to our pointer variable:

```
spData = fopen("MYFILE.TXT", "w");
```

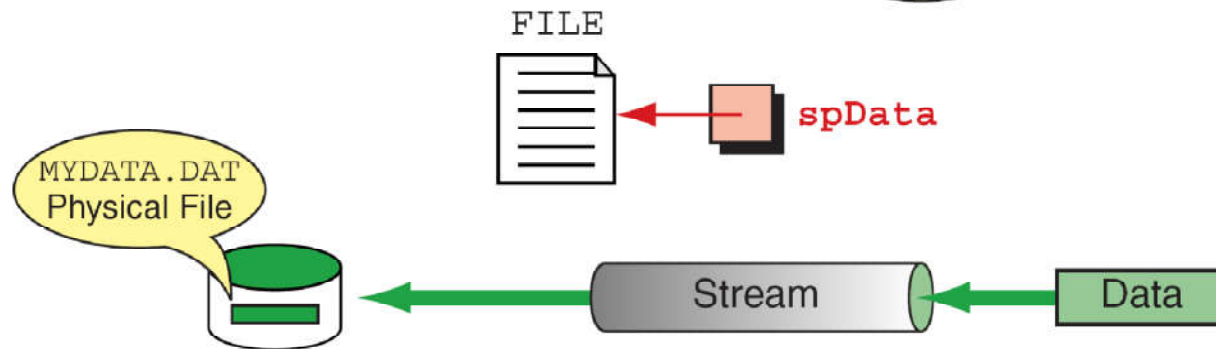
```
spData = fopen("d:\\MYFILE.TXT", "w");
```

# More On `fopen`

```
#include <stdio.h>
...
{
  int main (void)
  FILE* spData;
  ...
  spData = fopen("MYDATA.DAT", "w");
  ...
} // main
```

Internal  
File Variable

External  
File Name



*from Figure 7-3 in Forouzan & Gilberg, p. 399*

# Closing a File

- When we finish with a mode, we need to close the file before ending the program or beginning another mode with that same file.
- To close a file, we use `fclose` and the pointer variable:  
`fclose(spData) ;`

# **fprintf()**

## **Syntax:**

**fprintf (fp,"string",variables);**

## **Example:**

**int i = 12;**

**float x = 2.356;**

**char ch = 's';**

**FILE \*fp;**

**fp=fopen("out.txt","w");**

**fprintf (fp, "%d %f %c", i, x, ch);**

**fclose(fp);**

# fscanf()

## Syntax:

```
fscanf (fp,"string",identifiers);
```

## Example:

```
FILE *fp;  
fp=fopen("input.txt","r");  
int i;  
fscanf (fp,"%d", &i);  
printf("%d", i);  
fclose(fp);
```

# fgetc()

## Syntax:

identifier = fgetc (file pointer);

## Example:

```
FILE *fp;  
fp=fopen("input.txt","r");  
char ch;  
ch = fgetc (fp);  
printf("%c",ch);  
fclose(fp);
```

# fputc()

write a single character to the output file,  
pointed to by fp.

## Example:

```
FILE *fp;
```

```
char ch;
```

```
fp=fopen("input.txt","r");
```

```
putc (ch, fp);
```

```
fclose(fp);
```



# End of File

- There are a number of ways to test for the end-of-file condition. Another way is to use the value returned by the *fscanf* function:

```
FILE *fptr;  
int istatus ;  
fptr=fopen("input.txt","r");  
istatus = fscanf (fptr, "%d", &var) ;  
if ( istatus == feof(fptr) )  
{  
    printf ("End-of-file encountered.\n") ;  
}
```

# Reading and Writing Files

```
#include <stdio.h>
int main ( )
{
    FILE *outfile, *infile ;
    int b = 5, f ;
    float a = 13.72, c = 6.68, e, g ;

    outfile = fopen ("testdata", "w") ;
    fprintf (outfile, " %f %d %f ", a, b, c) ;
    fclose (outfile) ;
    infile = fopen ("testdata", "r") ;
    fscanf (infile, "%f %d %f", &e, &f, &g) ;
    printf (" %f %d %f \n ", a, b, c) ;
    printf (" %f %d %f \n ", e, f, g) ;
    fclose (infile) ;
}
```

# Example

```
#include <stdio.h>
#include <conio.h>
void main()
{
    char ch;
    FILE *fp;
    fp=fopen("out.txt","r");
    while(2==2)
    {
        ch=getc(fp);
        iffeof(fp))
            break;
        printf("\n%c",ch);
    }
    getch();
}
```



THANK YOU