

File Handling

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File Handling

- **Why Files are needed?**
- **Types of File**
 - **Text File**
 - **Binary File**
- **File Operations**
 - **Creating a New File**
 - **Opening an Existing File**
 - **Closing a File**
 - **Reading from and Writing to a File**

Template

```
#include<stdio.h>
Void main()
{
    FILE *fp;
    fp=fopen("abc.txt","w");
    if (fp==NULL)
    {
        printf("Error");
        exit(1);
    }
    . . .
    . . .
    fclose(fp);
}
```

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```

- FILE is a structure (non primitive data type)

```
typedef struct
{
    I
    short level;
    unsigned flags;
    char fd;
    unsigned char hold;
    short bsize;
    unsigned char *buffer;
    unsigned char *curp;
    unsigned istemp;
    short token;
} FILE;
```

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    . . .
    fclose(fp);
}
```

File Handling Mode:

r - Open for Reading
rb - Open for reading in binary Mode
W - Open for Writing
Wb - Open for writing in Binary Mode
a - Open for Append
ab - Open for append in binary Mode
r+ - Open for Both R and W
rb+ - Open for both R and W in BM
w+ - Open for both R and W
wb+ - Open for both R and R in BM
a+ - Open for both R and Appending
ab+ - Open for both R and A in BM