Sourcecode: Example2.c

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	TITLE : Sourcecode: Example2.c	
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Contents

Chapter 1

Sourcecode: Example2.c

1.1 Example2.c

```
/**********************************************************/
/*                                                        */
/* Amiga C Encyclopedia (ACE)          Amiga C Club (ACC) */
/* --------------------------          ----------------- */
/*                                                        */
/* Manual:  AmigaDOS                   Amiga C Club       */
/* Chapter: File Functions             Tulevagen 22       */
/* File:    Example2.c                 181 41  LIDINGO    */
/* Author:  Anders Bjerin             SWEDEN             */
/* Date:    93-03-15                                      */
/* Version: 1.0                                           */
/*                                                        */
/*    Copyright 1993, Anders Bjerin – Amiga C Club (ACC)  */
/*                                                        */
/* Registered members may use this program freely in their */
/*     own commercial/noncommercial programs/articles.    */
/*                                                        */
/**********************************************************/

/* This example demonstrates how to rename files and directories.  */
/* It will rename a file on the Ram disk called "HighScore.dat" to */
/* "Numbers.dat". It will also rename the directory the previous   */
/* Example created ("MyDirectory") to "NewDirectory".              */
/* (Please  run Example 1  in the "Files" chapter to create the    */
/* "HighScore.dat" file before you run this example.)              */



/* Include the dos library definitions: */
#include <dos/dos.h>

/* Now we include the necessary function prototype files:       */
#include <clib/dos_protos.h>        /* General dos functions...    */
#include <stdio.h>                  /* Std functions [printf()...] */
#include <stdlib.h>                 /* Std functions [exit()...]   */
```

```
/* Set name and version number: */
UBYTE *version = "$VER: AmigaDOS/FileFunctions/Example2 1.0";




/* Declared our own function(s): */

/* Our main function: */
int main( int argc, char *argv[] );




/* Main function: */

int main( int argc, char *argv[] )
{
  /* A simple boolean variable: */
  BOOL ok;



  /* Rename the file: */
  ok = Rename( "RAM:HighScore.dat", "RAM:Numbers.dat" );

  /* Check if the file was successfully renamed: */
  if( ok )
    printf( "The file was successfully renamed!\n" );
  else
    printf( "Error! The file could not be renamed!\n" );



  /* Rename the directory: */
  ok = Rename( "RAM:MyDirectory", "RAM:NewDirectory" );

  /* Check if the directory was successfully renamed: */
  if( ok )
    printf( "The directory was successfully renamed!\n" );
  else
    printf( "Error! The directory could not be renamed!\n" );



  /* The End! */
  exit( 0 );
}
```