

# C LIBRARY FUNCTION - FSETPOS

[http://www.tutorialspoint.com/c\\_standard\\_library/c\\_function\\_fsetpos.htm](http://www.tutorialspoint.com/c_standard_library/c_function_fsetpos.htm)

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## Description

The C library function **int fsetpos***FILE \* stream, const fpos\_t \* pos* sets the file position of the given **stream** to the given position. The argument **pos** is a position given by the function fgetpos.

## Declaration

Following is the declaration for fsetpos function.

```
int fsetpos(FILE *stream, const fpos_t *pos)
```

## Parameters

- **stream** – This is the pointer to a FILE object that identifies the stream.
- **pos** – This is the pointer to a fpos\_t object containing a position previously obtained with fgetpos.

## Return Value

This function returns zero value if successful, or else it returns a non-zero value and sets the global variable **errno** to a positive value, which can be interpreted with perror.

## Example

The following example shows the usage of fsetpos function.

```
#include <stdio.h>

int main ()
{
    FILE *fp;
    fpos_t position;

    fp = fopen("file.txt", "w+");
    fgetpos(fp, &position);
    fputs("Hello, World!", fp);

    fsetpos(fp, &position);
    fputs("This is going to override previous content", fp);
    fclose(fp);

    return(0);
}
```

Let us compile and run the above program to create a file **file.txt** which will have the following content. First of all we get the initial position of the file using **fgetpos** function, and then we write *Hello, World!* in the file but later we used **fsetpos** function to reset the write pointer at the beginning of the file and then over-write the file with the following content –

```
This is going to override previous content
```

Now let's see the content of the above file using the following program –

```
#include <stdio.h>

int main ()
{
    FILE *fp;
```

```
int c;

fp = fopen("file.txt", "r");
while(1)
{
    c = fgetc(fp);
    if( feof(fp) )
    {
        break;
    }
    printf("%c", c);
}
fclose(fp);
return(0);
}
```

Let us compile and run the above program to produce the following result –

This is going to override previous content  
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