Binary Files:

- Binary files are made up of non-human readable characters and symbols, which require specific programs to access their contents.
- 2. In this translation is not required because data is stored in byte form.
- 3. Faster than text files.
- 4. **pickle** module is used for working with binary files import pickle
- 5. The file extension will be .dat
- 6. There is no delimiter to end the file.

Working in Binary files:

Pickle module: The pickle module is used in binary files for the load() and dump() methods which are used for reading and writing into binary files respectively.

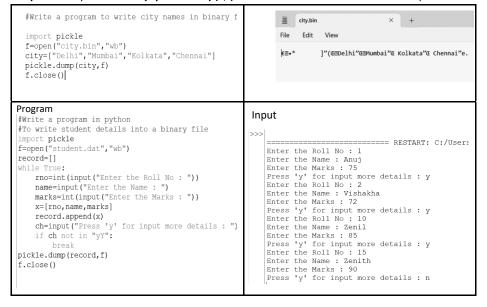
Pickling: It is the process of converting a Python object into a byte stream. Pickling is done at the time of writing into a binary file.

Unpickling: It is the process of converting a byte stream into a Python object. Unpickling is done at the time of reading from a binary file.

dump(): It is used to write data into a binary file.

Syntax: identifier = pickle.dump(data, file pointer)

Example: a= "My name is Anuj" **pickle.dump(a,f)** #here 'a' contains data and 'f' is a file pointer.





load(): it is used to read data from binary file.

Syntax: identifier = pickle.load(file_pointer)

Example: data = pickle.load(f) #Here 'data' is an identifier and 'f' is a file pointer.

```
#Write a program to read data from city.bin
                                     == RESTART: C:/Users/anujd/AppData/Local/Programs/Python/Pytho
import pickle
                                     City Names are : ['Delhi', 'Mumbai', 'Kolkata', 'Chennai']
f=open("city.bin", "rb")
city=pickle.load(f)
print("City Names are : ",city)
f.close()
#Write a program in python to read
#student details from a binary file named "student.dat"
import pickle
f=open("student.dat", "rb")
record=pickle.load(f) #record contains the whole content of file
for i in record: #accessing records one by one
    print(i)
f.close()
>>>|
     == RESTART: C:/Users/anujd/Appl
     [1, 'Anuj', 75]
     [2, 'Vishakha', 72]
     [10, 'Zenil', 85]
     [15, 'Zenith', 90]
```

```
Question: Write a menu based program in python which contain student details in binary
file and should have following facilities:
    1.
          Writing student details.
    2.
          Display all students' details
    3.
          Search particular student details
          Update any student details
    4.
    5.
          Delete any student detail
    6.
          Fxit
import pickle
 import os
 def insert():
     f=open("student.dat", "ab")
     roll no=int(input("Enter the Roll Number: "))
     name=input("Enter the Name : ")
     marks=int(input("Enter the Marks : "))
     student={"Roll No":roll no,"Name":name,"Marks":marks}
     pickle.dump(student,f)
     f.close()
     print("student details inserted successfully\n")
 def display():
     f=open("student.dat", "rb")
     try:
          while True:
               student=pickle.load(f)
              print(student)
     except:
          f.close()
 def search():
     f=open("student.dat", "rb")
     r=int(input("Enter the Roll Number to be searched : "))
     counter=0
```

```
try:
        while True:
            student = pickle.load(f)
            if student["Roll No"] == r:
                print("Student Details:")
                print("Roll Number:", student["Roll No"])
                print("Name:", student["Name"])
                print("Marks:", student["Marks"])
                counter=1
    except:
        pass
    finally:
        if counter == 0:
            print("Student Not Found")
        f.close()
def update():
    f=open("student.dat", "rb")
    r = int(input("Enter Roll Number to update: "))
    temp file = open("temp.dat", "wb")
    try:
        while True:
            student = pickle.load(f)
            if student["Roll No"] == r:
                print("Current Details:")
                print("Roll Number:", student["Roll No"])
                print("Name:", student["Name"])
                print("Marks:", student["Marks"])
                name = input("Enter The New Name: ")
                marks = int(input("Enter The New Marks: "))
                student["Name"] = name
                student["Marks"] = marks
                pickle.dump(student, temp file)
                print ("Student details updated successfully.")
            else:
                pickle.dump(student, temp file)
    except:
        pass
    finally:
        f.close()
        temp file.close()
        os.remove("student.dat")
        os.rename("temp.dat", "student.dat")
def delete():
    f=open ("student.dat", "rb")
    r = int(input("Enter The Roll Number to be deleted: "))
    temp file = open("temp.dat", "wb")
    try:
        while True:
```

```
student = pickle.load(f)
            if student["Roll No"] != r:
                 pickle.dump(student, temp file)
   except EOFError:
        pass
    finally:
        f.close()
        temp file.close()
        os.remove("student.dat")
        os.rename("temp.dat", "student.dat")
        print ("Student deleted successfully.")
ch= " v "
while ch in "yY":
   print("\nMenu:")
   print("1. Insert Student Details")
   print("2. Display All Students Details")
   print("3. Search Student Details")
   print("4. Update Student Details")
   print("5. Delete Student Details")
   print("6. Exit\n")
   choice=int(input("Enter your choice : "))
   if choice == 1:
       insert()
   elif choice==2:
       displav()
   elif choice==3:
       search()
   elif choice==4:
       update()
   elif choice==5:
       delete()
   elif choice==6:
       print("\n\t-----")
       break
   else:
       print("\n\t----- Invalid Choice -----")
   ch=input("\nPress 'y' if you want to continue again : ")
```