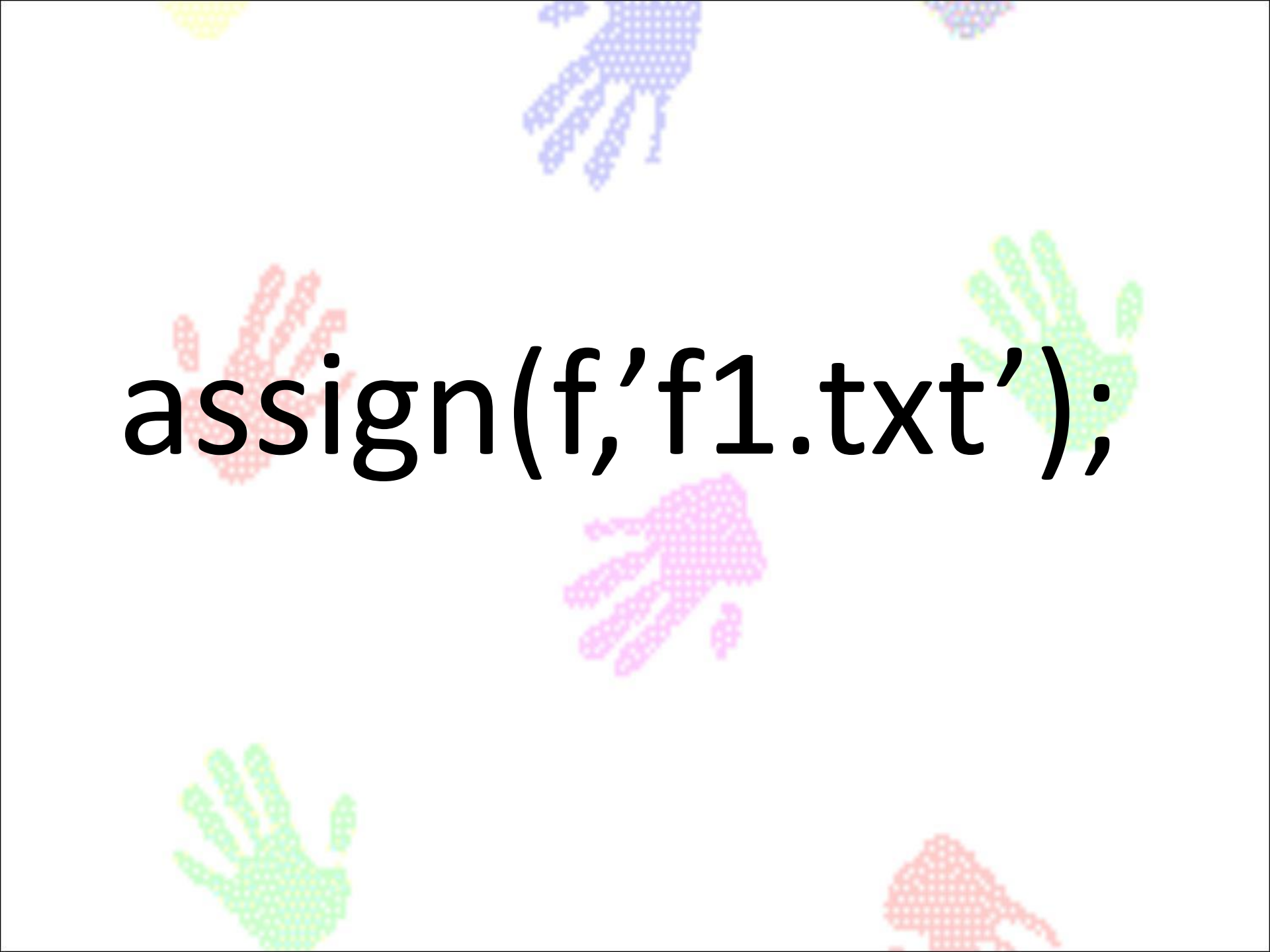


Укажите назначение
функций для работы с
файлами

The background of the slide is white and features several colorful handprints in a dotted or pixelated style. The handprints are in shades of blue, green, pink, and red, scattered across the page. The central text is in a large, black, sans-serif font.

```
assign(f,'f1.txt');
```

The background of the slide is white and features several colorful handprints scattered across it. The handprints are in various colors including yellow, blue, red, green, and pink. Each handprint is composed of a grid of small dots, giving it a pixelated or halftone appearance. The text 'reset(f);' is centered on the slide in a large, black, sans-serif font.

`reset(f);`

The background of the slide is white and features several colorful handprints scattered across it. The handprints are in shades of blue, green, red, and pink, and are rendered in a dotted or pixelated style. The central text is in a large, bold, black font.


`rewrite(f);`

Eof(f);



The background of the slide is white and features several colorful handprints scattered around. The handprints are in various colors: yellow, blue, red, green, and pink. Each handprint is composed of a grid of small dots, giving it a pixelated or halftone appearance. The handprints are positioned at various angles and sizes, creating a playful and abstract pattern.

EoIn(f);

The background of the slide is white and features several stylized handprints in various colors: yellow, blue, red, green, and pink. The handprints are arranged in a scattered pattern around the central text.

**Найдите ошибки
в фрагменте
программы**

```
Var f:file of Integer;  
begin  
  assign(f,'f1.txt');  
  reset(f,n);  
  while not Eof(f) do  
    readln(f,n);  
  ...
```



```
Var f:text;  
begin  
  assign(f,'f1.txt');  
  reset(f);  
  while Eof(f) do  
    write(f,n);  
  rewrite(f);
```

```
Var f:Text;  n:char;
begin
  assign(f,'f1.txt');
  reset(f);
  while not Eof(f) do
  readln(f,n);
end.
```

```
Var f:Text;  n:char;  s:string;
begin
  assign(f,'f1.txt');
  reset(f);
  while not Eof(f) do  begin
    while not Eoln(f) do  begin
      read(f,n);
      s:=n+s;  end;
    readln(f);
    writeln(s);  s:="";
  end;
```

```
Var f:Text; k:integer; s:string;
begin
  assign(f,'f1.txt');
  reset(f);
  while not Eof(f) do
    begin
      readln(f,s);
      if s[1]='a' then k:=k+1;
    end;
```