

# 文件

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## 打开文件

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```
HANDLE CreateFileA(  
    LPCSTR          lpFileName,          // 文件名  
    DWORD           dwDesiredAccess,     // 访问权限  
    DWORD           dwShareMode,         // 共享模式  
    LPSECURITY_ATTRIBUTES lpSecurityAttributes, // 安全属性  
    DWORD           dwCreationDisposition, // 打开文件模式  
    DWORD           dwFlagsAndAttributes, // 文件属性  
    HANDLE          hTemplateFile  
);
```

## 关闭文件

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```
BOOL CloseHandle(  
    HANDLE hObject  
);
```

## 读文件

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```
BOOL ReadFile(  
    HANDLE          hFile,  
    LPVOID          lpBuffer,  
    DWORD           nNumberOfBytesToRead,  
    LPDWORD          lpNumberOfBytesRead, // 传入传出参数，实际读取的字节数  
    LPOVERLAPPED    lpOverlapped  
);
```

## 写文件

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```
BOOL WriteFile(  
    HANDLE          hFile,  
    LPCVOID         lpBuffer,  
    DWORD           nNumberOfBytesToWrite,  
    LPDWORD          lpNumberOfBytesWritten, // 传入传出参数，实际写入的字节数  
    LPOVERLAPPED    lpOverlapped  
);
```

## 文件指针

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```
DWORD SetFilePointer(  
    HANDLE hFile,  
    LONG   lDistanceToMove,    // 偏移量低位  
    PLONG   lpDistanceToMoveHigh, // 偏移量高位  
    DWORD   dwMoveMethod  
)
```

## 文件的大小

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```
// 返回值为文件大小的低位部分  
DWORD GetFileSize(  
    HANDLE hFile,  
    LPDWORD lpFileSizeHigh // 为文件大小的高位部分  
)
```