

## 7: FILES

In this chapter, we start to work with Secondary Memory (or files). Secondary memory is not erased when the power is turned off. Or in the case of a USB flash drive, the data we write from our programs can be removed from the system and transported to another system.

[7.1: PERSISTENCE](#)

[7.2: OPENING FILES](#)

[7.3: TEXT FILES AND LINES](#)

[7.4: READING FILES](#)

[7.5: SEARCHING THROUGH A FILE](#)

[7.6: LETTING THE USER CHOOSE THE FILE NAME](#)

[7.7: USING TRY, EXCEPT, AND OPEN](#)

[7.8: WRITING FILES](#)

[7.9: DEBUGGING](#)

[7.E: FILES \(EXERCISES\)](#)

[7.G: FILES \(GLOSSARY\)](#)