**Files**

**When in need of memory**

* **Hard disks**
* **USB Drive**
* **Cloud**

**What is a file**

* **Data related to each other**

Files in C

* Input,output things
* File have their own type
* Need stdio.h

**Opening files**

* **Ex:**
* **FILE \* fopen(const char \* filename, const char \* node)**
* **Node tells you how to open file**

**File Access Modes**

**Get**

* **Stop execution if check = null if file does not exist**
* **Warning, make sure you do confirmation writing files are automatically changed**

Close files – fclose()

* Eof ctrl-d win, ctrl-z everyone else

Buffering

* Devices upload n download at different speeds, stuff cld get lost

*Recollection*

**Writing character to example**

**Do it yourself**