



HARD LINK

- Hard Link

- - 1.A file can have two different names
- - 2.Hard link is only for Files not for Directory
- - 3.If the original file is deleted , hard link file can be accessed
- - 4.Hard link files are created in Memory

```
◦ #include<Windows.h>
◦ #include<iostream>
◦ using namespace std;
◦ int main()
◦ {
◦     BOOL bFile;
◦     bFile = CreateHardLink(L"E:\\WinApi\\testfile.txt" //name of the file to be created
◦ ,L"E:\\WinApi\\hardlink.txt", // existing file
◦     NULL);
◦     if (bFile == FALSE)
◦     {
◦         cout << "Creation of the file failed and error is " << GetLastError() << endl;

◦     }
◦     cout << "Creation of hardlink is success" << endl;
◦     system("PAUSE");
◦     return 0;
◦ }
```

```
1  #include<Windows.h>
2  #include<iostream>
3  using namespace std;
4  int main()
5  {
6      BOOL bFile;
7      bFile = CreateHardLink(L"E:\\WinApi\\testfile.txt",L"E:\\WinApi\\hardlink.txt",
8          NULL);
9      if (bFile == FALSE)
10     {
11         cout << "Creation of the file failed and error is " << GetLastError() << endl;
12     }
13     cout << "Creation of hardlink is success" << endl;
14     system("PAUSE");
15     return 0;
16 }
```

E:\WinApi\sample\Project1\Debug\Project1.exe

Creation of hardlink is success  
Press any key to continue . . .

Value