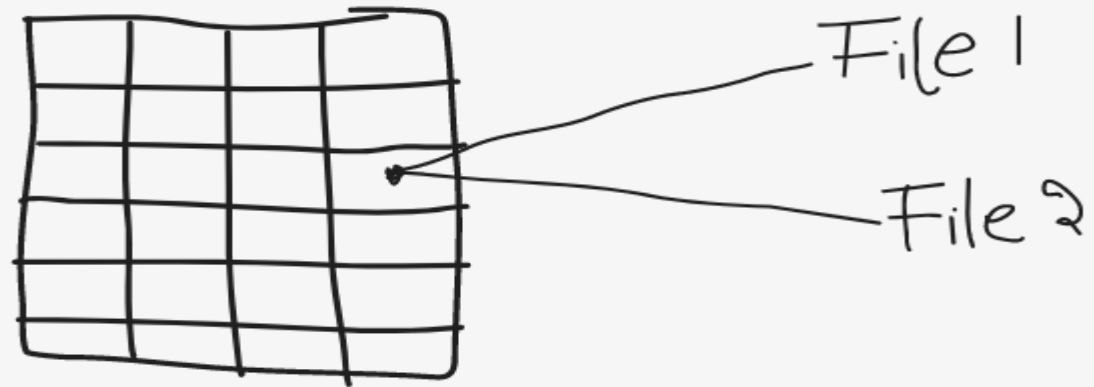




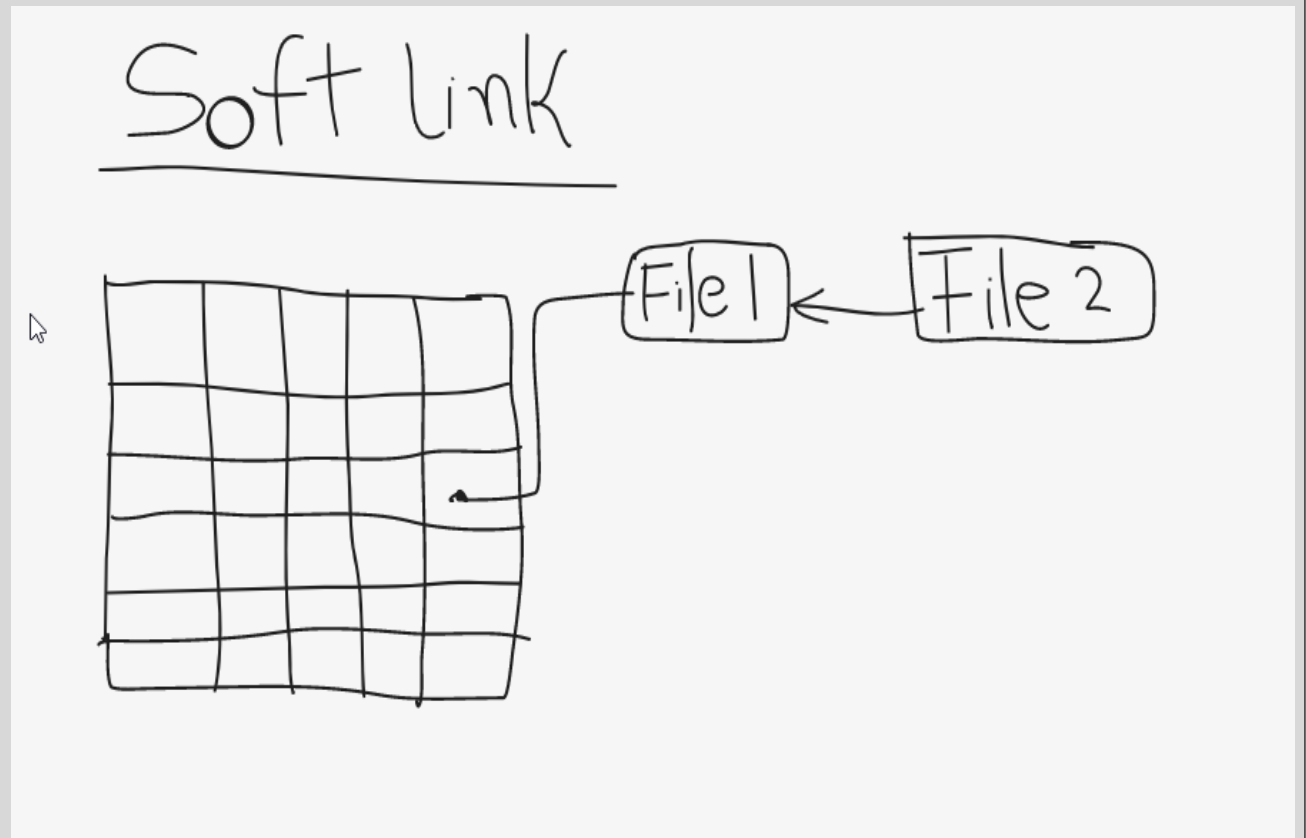
HARD LINK
SOFT LINK

- Hard Link
- File 1 and File 2 will be pointing to same location in the hard drive
- If changes are made to file 1 it will reflect automatically in file 2
- File 1 is deleted File 2 will be still intact
- Hard link files are created in Memory
- Hard link is only for Files not for Directory
- A file can have two different name

Hard Link



- Soft Link
- They don't store the data
- File 2 will point File 1 descriptor
- Name of the file instead of hard drive
- Like pointer
- File 2 will be completely useless if File 1 is deleted



- #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 }
17
```

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

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

Value