CREATING A FILE

```cpp
#include<Windows.h>
#include<iostream>
using namespace std;
int main()
{
HANDLE hFile;
hFile = CreateFile(
L"E:\\WinApi\\TestFile2.txt", // Path of the file and it's directory
GENERIC_READ | GENERIC_WRITE, //desired access
FILE_SHARE_READ, //File share mode
NULL, //security attribute
CREATE_NEW,  //Create new file
FILE_ATTRIBUTE_NORMAL, //Flag for File
NULL //Default File template
);
if (INVALID_HANDLE_VALUE == hFile)
{
cout << "Creation of the file failed The error is " << GetLastError() << endl;
}
```

```
CloseHandle(hFile);

system("PAUSE");

return 0;

}
```

- CreateFile()

- CreateFile can be used to create a new file or open a file

- The return type of the API is Handle

- Handle : A handle is an abstract reference to resource , variable to hold a file .

  When we want to open a File , first the operating system will locate the file in the files it will return the file with the respective

  Handle File handle is a number that OS temporarily assign to a file

- Close Handle : It is used to close the handle

- Desired access : generic read and generic write or both

- share mode : 0 prevent other processes from opening a file or device if they request delete read , or write
  access

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        GENERIC_READ | GENERIC_WRITE, //desired access
        FILE_SHARE_READ, //File share mode
        NULL, //security attribute
        CREATE_NEW,
        FILE_ATTRIBUTE_NORMAL,
        NULL
        );
    if (INVALID_HANDLE_VALUE == hFile)
    {
        cout << "Creation of the file failed The error is " << GetLastError() << endl;
    }
    else
    {
        cout << "creation of the file is successful" << endl;
    }
    CloseHandle(hFile);
    system("PAUSE");
    return 0;
}
```