



# CREATING NEW DIRECTORY

```
#include<Windows.h>
#include<conio.h>
using namespace std;
int main()
{
    BOOL bDir;
    bDir = CreateDirectory(L"E:\\WinAPI\\Sample",FALSE);

    if(bDir == FALSE)
    {
        cout<<"Creation of the directory failed and the error number is  
<<GetLastError()<<endl;
    }
    SYSTEM("PAUSE");
    return 0 ;
}
```

# Program Simplification

- Windows.h : It consists of declarations for all the functions of Windows API .
- BOOL : It is a datatype returns true or false
- bDir : Name of the variable
- CreateDirectory : Takes two parameters
  - a)Path of the directory
  - b)Security Descriptor – The ACLs (Access Control List) are the default security descriptor for a directory are inherited from its parent director.

(Global Scope)

```
#include<Windows.h>
#include<iostream>
using namespace std;
int main()
{
    BOOL bDir;
    bDir = CreateDirectory(
        L"E:\\WinApi\\sample\\Dir1", NULL);

    if (bDir == FALSE)
    {
        cout << "Create Directory & Error No - " << GetLastError() << endl;
    }
    cout << "Create Directory Success" << endl;
    system("PAUSE");
    return 0;
}
```

std::ostream &\_\_cdecl std::endl<char, std::char\_traits<char>>>(std::ostream &\_Ostr)  
MANIPULATORS