```cpp
#include <fstream>
#include <iostream>
#include <iomanip>
#include "FileIntegerBuffer.h"
using namespace std;

FileIntegerBuffer::FileIntegerBuffer(const int dataCapacity) {
      dataLength = 0;
}

bool FileIntegerBuffer::store(string filename) {
      ofstream outFile;
      outFile.open(filename);
      if (outFile.is_open()) {
            for (int i = 0; i < dataLength; ++i) {
                  if (i != 0 && i % 10 == 0) {
                        outFile << "\n";
                  }
                  outFile << setw(6) << this->data[i];
            }
            outFile << endl;
            outFile.close();
            return true;
      }
      else {
            cout << "Unable To Open" << endl;
            return false;
      }
}

bool FileIntegerBuffer::load(string filename) {
      ifstream inFile;
      inFile.open(filename);
      if (inFile.is_open() == 1) {
            int data;
            while (inFile >> data) {
                  this->add(data);
            }
            inFile.close();
            return true;
      }
      else {
            cout << "Unable To Open" << endl;
            return false;
      }
}

bool FileIntegerBuffer::operator==(IntegerBuffer& other) {
      for (int i = 0; i < dataLength; ++i) {
            if (data[i] != other.getDataValue(i)) {
                  return false;
            }
      }
      return true;
}
```