1. fd = creat("Fillename" , permissions);  
   fd = creat("Marvellous.txt" , 0777);

if fd == -1 failed to create a file;

1. fd = open(filename , mode);  
   fd = open(Marvellous.txt , O\_RDONLY);  
   modes = O\_RDONLY readonly  
   O\_WRONLY write only  
   O\_RDWR read and write.  
    if fd == -1 failed to create a file.
2. Close(fd);
3. Write(fd , ArrayName or string to be written in the file , How many bytes to write in the file)  
   return how many bytes are written inside the file successfully.

**OPEN MODES:**

**🔸 O\_APPEND**

**Meaning:**  
When you write to the file, data is always added at the **end**, even if you move the file pointer.

**Example:**  
File data.txt contains:

Hello

Code:

int fd = open("data.txt", O\_RDWR | O\_APPEND);

write(fd, "World", 5);

**Result in file:**

HelloWorld

✅ Appended **at the end**, not overwritten.

**🔸 O\_CREAT**

**Meaning:**  
Creates the file **if it doesn't exist**.

**Example:**

int fd = open("newfile.txt", O\_RDWR | O\_CREAT, 0644);

* If newfile.txt doesn’t exist → it gets created.
* 0644: File permission (owner can read/write; others read only).

**✅ Combined Example**

int fd = open("log.txt", O\_RDWR | O\_APPEND | O\_CREAT, 0644);

write(fd, "Log Entry\n", 10);

* Creates log.txt if missing.
* Appends "Log Entry" to the end.

Let me know if you want a working code with file creation and append logic.