#include <iostream>

//dont forget to include fstream

#include <fstream>

using namespace std;

int main()

{

// the oldschool way of associating a file with an object

// ofstream fileOne;

// fileOne.open("myFile.txt");

// An easyer way would be the following

ofstream fileOne("myFile.txt");

//next we want to check if the file is actually open before doing stuff

if(fileOne.is\_open())

{

cout<<"the file is open"<< endl;

//now its good programming practice to do what

//we are going to do with the file in this if statement

fileOne << " Carlos Andres Garzon" << endl;

fileOne.close();

}

else{ cout<<"the file is not open"<<endl;}

return 0;

}