Modes of Opening a File

• The modes in which a file can be opened are r, w, a, r+, w+, a+, x

mode	Description
r	To read data from file
w	To write data from file
а	To append data to the file
r+	To read and write data of a file
W+	To write and read data into a file
a+	To append and read data of a file
x	To open the file in exclusive creation mode

- In **r** i.e, read mode the file should exist only then it can be read if the file doesn't exist then **FileNotFoundError** occurs
- 'w' write mode, in this mode when we open the file it may exist (or)
 It may not in both cases it works, If file doesn't exist, it creates new file if file exist, it will clear the previous contents of file.

```
file = open('ModeDemo.txt', 'w')
file.write('Hello!\n')
file.write('How are you\n')
file.write('Do you know python\n')
file.close()
```

```
Hello!How are youDo you know python(venv) (base) MacBook-Pro-2:FileHandling abdulbari$ cat ModeDemo.txt
Hello!
How are you
Do you know python
```

• 'a' append mode, its same as write but the file must already exist and when open it will not clear the previous contents of the file, it writes data at the end of existing file

```
file = open('ModeDemo.txt', 'a')
file.write('I am learning Python\n')
file.write('It is very easy language\n')
file.write('I am practising everythin.\n')
file.close()
```

Output:

```
Hello!
How are you
Do you know python
I am learning Python
It is very easy language
S am practising everythin.
```

- r+ we can open a file in reading mode and as well as for writing
- w+ we can open a file in writing mode and as well as for reading
- a+ Means append and read
- X File should not exist already, it will create and write in a file

```
## Model/pesspy  

Model/pesspy  

file = open('ModeDemo.txt', 'r+')

str1=file.read(10)

print(str1)

file.write('Good Bye')

file.close()
```

```
Modelypesoy

Hello!

How are you

Do you know python

I am learning Python

It is very easy language

I am practising everythin.

Good Bye
```

Output:

```
Hello!|<sub>I</sub>
How
```