Files and Streams Solutions

Files in C++

- Briefly describe how files are represented in C++
  - In C++, a file is represented by a sequence of bytes, which is identified by a filename

Files and Streams

- What type of objects are used for interactions with files in C++?
  - File streams

- Explain what is meant by "sequential" access to a file
  - The file is accessed as a sequence of bytes
  - In order
  - Of unknown length
  - With no structure

Opening and Closing a file

- Why is it important to close a file after using it?
    - To ensure that any outstanding data is saved to the file
    - To avoid the possibility of a "too many open files" error