

# Introduction

Here's a brief look at what we'll tackle in this section

WE'LL COVER THE FOLLOWING ^

- Filesystem

## Filesystem #

Since early versions, in the Standard Library, there was an option to work with files. Through streams - like `fstream` you can open files, read data, write bytes and perform many other operations. However, what was missing is an ability to work with the filesystem as a whole. For example, in C++14 you had to use some third party libraries to iterate over directories, compose paths, delete directories or read file permissions. Now, with C++17 we made a big step forward. We can now leverage `std::filesystem` component!

In this chapter you'll learn:

- How `std::filesystem` got into the Standard
- What are the basic types and operations
- How you can work with the paths
- How to handle errors in `std::filesystem`
- How to iterate over a directory
- How to create new directories and files

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Let's get started with the overview of filesystem.