**BASIC FILING PROCEDURES**

**Creating a new file:**

**Example:**

.**data  
filehandle DWORD ?  
filename BYTE “MyNewFile.txt”, 0**

**.code  
mov edx, offset filename  
call CreateOutputFile  
mov filehandle, eax**

Now you can use this newly created file’s handle in **filehandle** as and when required. Additionally, if you want to check if the file was successfully created then check if eax contains *INVALID\_HANDLE\_VALUE*.

**Opening an existing file:**

**Example:**

.**data  
filehandle DWORD ?  
filename BYTE “MyExistingFile.txt”, 0**

**.code  
mov edx,OFFSET filename  
call OpenInputFile  
mov filehandle, EAX**

Now you can use this handle in **filehandle** to either write to or read from this file.

**Reading from a file:**

**Call arguments:**   
EAX = an open file handle  
EDX = offset of the input buffer  
ECX = maximum number of bytes to read

**Return arguments:**  
If CF = 0, EAX contains the number of bytes read.  
If CF = 1, EAX contains a system error code.

**Example:**

**.data  
buffSize = 10 ; if we want to read just 10 bytes  
buffer BYTE buffSize DUP(?) ; buffer will contain the text read from the file**

**.code  
mov eax, filehandle ;assuming filehandle contains handle of an open file  
mov edx, OFFSET buffer ;buffer will contain the text read from the file  
mov ecx, BUFSIZE ;specify how many bytes to read  
call ReadFromFile**

**Writing to a file:**

**Call arguments:**   
EAX = an open file handle  
EDX = offset of the buffer  
ECX = maximum number of bytes to write

**Return arguments:**

If CF = 0, EAX contains the number of bytes written.   
If CF = 1, EAX contains a system error code.

**Example:**

**.data  
bufferSize = 10 ;if we want to write just 10 bytes  
buffer BYTE bufferSize DUP(?) ;uninitialized in this example but buffer will contain the text to be written to file**

**.code  
mov eax, filehandle ; assuming that filehandle contains handle of an open file  
mov edx, OFFSET buffer ;buffer from where text will be written to file  
mov ecx, bufferSize ;number of bytes to be written to file from the buffer  
call WriteToFile**

**Closing a file:**

**Example:**

**mov eax, filehandle ;assuming filehandle contains handle of an open file  
call CloseFile**