

std::rename

Defined in header <cstdio>

```
int rename( const char *old_filename, const char *new_filename );
```

Changes the filename of a file. The file is identified by character string pointed to by `old_filename`. The new filename is identified by character string pointed to by `new_filename`.

If `new_filename` exists, the behavior is implementation-defined.

Parameters

old_filename - pointer to a null-terminated string containing the path identifying the file to rename
new_filename - pointer to a null-terminated string containing the new path of the file

Return value

0 upon success or non-zero value on error.

Notes

POSIX (<http://pubs.opengroup.org/onlinepubs/9699919799/functions/rename.html>) specifies many additional details on the semantics of this function, which are reproduced in C++ by `std::filesystem::rename`.

Example

Run this code

```
#include <iostream>
#include <fstream>
#include <cstdio>
int main()
{
    bool ok{std::ofstream("from.txt").put('a')}; // create and write to file
    if (!ok) {
        std::perror("Error creating from.txt");
        return 1;
    }

    if (std::rename("from.txt", "to.txt")) {
        std::perror("Error renaming");
        return 1;
    }

    std::cout << std::ifstream("to.txt").rdbuf() << '\n'; // print file
}
```

Output:

a

See also

rename (C++17)	moves or renames a file or directory (function)
remove	erases a file (function)
C documentation for rename	

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