

Chapter 35. Boost.Filesystem

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The library [Boost.Filesystem](#) makes it easy to work with files and directories. It provides a class called `boost::filesystem::path` that processes paths. In addition, many free-standing functions are available to handle tasks like creating directories or checking whether a file exists.

Boost.Filesystem has been revised several times. This chapter introduces Boost.Filesystem 3, the current version. This version has been the default since the Boost C++ Libraries 1.46.0. Boost.Filesystem 2 was last shipped with version 1.49.0.