# File Handling Modes

1. ios::in
   * opens the file in input mode (allow to read information from a stream)
2. ios::out
   * opens the file in output mode (allows writing)
3. ios::app
   * opens the file in append mode (all o/p operations happen at the end of file, appending to its existing content)
4. ios::trunc
   * deletes the contents of a file, if it exists.
5. ios::ate
   * Opens the file and moves the pointer to the end of file
6. ios::binary
   * binary file