```cpp
//OOP Lab 04 File Handling



#include<iostream>
#include<fstream>
#include<string>
using namespace std;

class T20file{
private:
    char date[12];
    char team[30];
    char team1[30];
    string fileName;
public:
    void create(){
    ofstream file("wt20.txt");
    }
    void edit(){
    cout<<"Enter match date: ";
    cin>>date;
    cout<<"Enter teams in match: "<<endl;
    cout<<"1. ";
    cin>>team;
    cout<<"2. ";
    cin>>team1;
    fstream editfile("wt20.txt");
    editfile<<date<<" -> "<<team<<" VS "<<team1<<endl;
    }
    void read(){
        fstream readfile;
        readfile.open("wt20.txt");
    char c;
        while(1){
            c = readfile.get();
            if(readfile.eof()) //reading file
                break;
            cout<<c;
    }
    readfile.close();
}
};

int main(){
    T20file obj;
    int otp = 24;
    while(otp !=0 ){
    cout<<"\n\n-- Menu --"<<endl;
    cout<<"1. Create file \n2. Edit file \n3. Read file"<<endl;
    cout<<"Enter operation to perform(0 to exit) ";
    cin>>otp;
    switch(otp){
case(1):
    obj.create();
```

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case(2):
    obj.edit();
case(3):
    obj.read();
default:
    cout<<"\nFile closed successfully!";
    break;
    }
    }

}
```