**YouTube tutorial 64 – Working with Files**

https://www.youtube.com/watch?v=HcONWqVyvlg&list=PLAE85DE8440AA6B83&index=64

#include "stdafx.h"

#include <iostream>

#include <fstream>

using namespace std;

int main()

{

ofstream buckyFile;

buckyFile.open("tuna.txt"); //If this text file doesn't exist

//it will create one for you

buckyFile << "I love bacons\n";

return 0;

}

**Result:**

(Creates a “tuna.txt” file. Inside it, the text I love bacons will appear

**YouTube tutorial 65 – Tips for File Handling**

#include "stdafx.h"

#include <iostream>

#include <fstream>

using namespace std;

int main()

{

ofstream buckyFile("tuna.txt");

if (buckyFile.is\_open()) {

}else {

cout << "meh u messed up";

}

buckyFile << "Oh i love this beef!\n";

buckyFile.close(); //To not use up unnecessary CPU

return 0;

}

**Result:**

(Creates a “tuna.txt” file that includes a text “Oh I love beef!”)