

```
FILE * fout = fopen(FILE_PATH, " ")
```

r open for reading

w open for writing (file need not exist)

a open for appending (file need not exist)

r+ open for reading and writing, start at beginning

w+ open for reading and writing (overwrite file)

a+ open for reading and writing (append if file exists)

```
fclose(fout) close the file
```

Basic Functions

```
fgets(char str, int n, FILE stream)
```

```
fgetc(FileOut) -self increment-
```

```
fscanf(FILE stream, FORMAT, char buf)
```

```
ftell(FILE *stream) -rtrn file position long int-
```

```
fputs(const char str, FILE stream)
```

```
fseek(FILE *stream, long int offset, int whence)
```

offset This is the number of bytes to offset from whence.

whence This is the position from where offset is added. It is specified by one of the following constant

stream This is the pointer to a FILE object that identifies the stream.

```
fread(void ptr, size, nmemb, FILE stream)
```

ptr This is the pointer to a block of memory with a minimum size of $size * nmemb$ bytes.

size This is the size in bytes of each element to be read.

nmemb This is the number of elements, each one with a size of size bytes.

stream This is the pointer to a FILE object that specifies an input stream.

```
size_t, same with fwrite
```

C

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