

Files

Creating and Writing to Files

Save this project as 'FriendsListAppend'

Copy the code from your “FriendsList” program, and change it so it appends the data in the “FriendsList.txt” file each time you run the program.

You do not need to worry about saving it to a specific location (the project folder will work just fine).

Example:

1st Run:

```
Enter a friend's name: Anthony
Enter a friend's name: Bob
Enter a friend's name: Claire
Enter a friend's name: Exit

Thank you. Your information has been saved.
```

2nd Run:

```
Enter a friend's name: Dion
Enter a friend's name: Eddy
Enter a friend's name: Exit

Thank you. Your information has been saved.
```

FriendsList.txt:

```
Anthony
Bob
Claire
Dion
Eddy
```