

## Passing file variables has reference parameters

All file variables must be passed as reference parameters. The run-time system sets up special memory locations called buffers to pass data from the physical device to your program. You must use this actual buffer location to transfer data to and from a file.

```
#include <fstream.h>

void GetFileStuff(ifstream & input);

int main()
{
    ifstream input;
    input.open("test.fil");
    GetFileStuff(input);
}
```