Task 10.P – File Input Output

Part A:

Notes:

- Created ‘player’ class.
- Added member initialisation.
- Created print function for player class.
- Compiled and ran.
- Committed + pushed.
- Wrote file out function.
- Rewrote ‘player’ class to be a struct for simplicity.
- Wrote ‘player’ data to test1.bin.
- Create read in section by reworking output section.
- Committed + pushed.

Questions:

1. The modes are:
    a. In: for input operations.
    b. Out: for output operations.
    c. Binary: for binary operations.
    d. Ate: Set the initial position at the end of the file.
    e. App: Append data to the file.
    f. Trunc: previously existing content will be deleted and replaced.
2. This is a bad thing to do. There’s potential for leakage or illegal access to occur, the file may not be written to correctly, and having a file open unnecessarily is a waste of system resources.
3. The file size is 9 bytes. This breaks down to 1 byte for the char, 4 for the int and 4 for the float. That checks out according to Google.

Part B:

Notes:

- Modified Part A code to read text file and print to screen.
- Modified Task 2.P code to split strings.
- Added empty line/comment check.
- Created test2.txt.

Part C:

Notes:

- Added Nholmann’s Json library.
- Added open and read functionality.
- Printed data to console.