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:
   1. In: for input operations.
   2. Out: for output operations.
   3. Binary: for binary operations.
   4. Ate: Set the initial position at the end of the file.
   5. App: Append data to the file.
   6. 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.