

Computer Science I

File Input/Output

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Introduction

File Input

Binary Files

Exercises

1. Introduction & File Output
2. File Input
3. Binary Files
4. Exercises

Introduction

Opening Files
Paths
File Output

File Input

Binary Files

Exercises

Part I: Introduction & File Output

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- A *file* is a unit of stored memory, usually on disk

Introduction

Opening Files
Paths
File Output

File Input

Binary Files

Exercises

- A *file* is a unit of stored memory, usually on disk
- The following are also files:

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- A *file* is a unit of stored memory, usually on disk
- The following are also files:
 - Directories

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- A *file* is a unit of stored memory, usually on disk
- The following are also files:
 - Directories
 - Buffers (standard input/output)

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- A *file* is a unit of stored memory, usually on disk
- The following are also files:
 - Directories
 - Buffers (standard input/output)
 - Programs, stored and running

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

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- The following are also files:
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 - Programs, stored and running
 - Network sockets

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- A *file* is a unit of stored memory, usually on disk
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- Files may be plaintext (ASCII) or binary

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

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- The following are also files:
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 - Buffers (standard input/output)
 - Programs, stored and running
 - Network sockets
- Files may be plaintext (ASCII) or binary
- Or: plaintext data not intended for human consumption

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

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- The following are also files:
 - Directories
 - Buffers (standard input/output)
 - Programs, stored and running
 - Network sockets
- Files may be plaintext (ASCII) or binary
- Or: plaintext data not intended for human consumption
- CSV, XML, JSON, base-64 encoding

Introduction

Opening Files
Paths
File Output

File Input

Binary Files

Exercises

- You read from a file (input) or write to a file (output)

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- You read from a file (input) or write to a file (output)
- Three basic steps for file I/O:

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- You read from a file (input) or write to a file (output)
- Three basic steps for file I/O:
 - Open the file

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- You read from a file (input) or write to a file (output)
- Three basic steps for file I/O:
 - Open the file
 - Process the file

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- You read from a file (input) or write to a file (output)
- Three basic steps for file I/O:
 - Open the file
 - Process the file
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Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Files are supported in C using a *file pointer*

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Files are supported in C using a *file pointer*
- `FILE *` points to a location in a file

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Files are supported in C using a *file pointer*
- `FILE *` points to a location in a file
- The `fopen()` function opens a file and returns a file pointer

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Files are supported in C using a *file pointer*
- `FILE *` points to a location in a file
- The `fopen()` function opens a file and returns a file pointer
- Initially: points to the start of the file

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Files are supported in C using a *file pointer*
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- Initially: points to the start of the file
- As you read through the file, the pointer is updated

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

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- Files are supported in C using a *file pointer*
- `FILE *` points to a location in a file
- The `fopen()` function opens a file and returns a file pointer
- Initially: points to the start of the file
- As you read through the file, the pointer is updated
- Returns `NULL` if unsuccessful

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Files are supported in C using a *file pointer*
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- The `fopen()` function opens a file and returns a file pointer
- Initially: points to the start of the file
- As you read through the file, the pointer is updated
- Returns `NULL` if unsuccessful
- Also called a *handle*

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- `FILE * fopen(const char *filename, const char *mode);`

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- `FILE * fopen(const char *filename, const char *mode);`
- First argument: path and name of the file to open

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- `FILE * fopen(const char *filename, const char *mode);`
- First argument: path and name of the file to open
- Second argument: *mode* to open it up in

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- `FILE * fopen(const char *filename, const char *mode);`
- First argument: path and name of the file to open
- Second argument: *mode* to open it up in
- File input: `"r"` for *reading*

Opening Files

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- `FILE * fopen(const char *filename, const char *mode);`
- First argument: path and name of the file to open
- Second argument: *mode* to open it up in
- File input: `"r"` for *reading*
- File output: `"w"` for *writing*

- `FILE * fopen(const char *filename, const char *mode);`
- First argument: path and name of the file to open
- Second argument: *mode* to open it up in
- File input: `"r"` for *reading*
- File output: `"w"` for *writing*
- Demonstration

Demonstration

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

```

1  //open a file data.txt in the current directory for reading:
2  FILE *f = fopen("data.txt", "r");
3
4  //open a file data.txt for writing:
5  FILE *f = fopen("data.txt", "w");
6
7  //you can also use relative paths
8  FILE *f = fopen("../../data.txt", "r");
9
10 //absolute path:
11 FILE *f = fopen("/etc/shadow", "r");
12
13 //error checking:
14 if(f == NULL) {
15     printf("Unable to open file!\n");
16 }
    
```

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Your program must have proper permissions to read/write a file

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- Failure to *close* a file *may* lead to data corruption

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Your program must have proper permissions to read/write a file
- Opening a file for writing will create it if it does not already exist
- Opening an existing file for writing will *clobber* it
- Failure to *close* a file *may* lead to data corruption
- Closing a file:

```
fclose(f);
```

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Current Working Directory: `.`

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Current Working Directory: `.`
- File System Root: `/`

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- One directory “up” the hierarchy `..`

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Many ways to output to a file

File Output

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Many ways to output to a file
- Easiest and most simple: `fprintf()`

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- Easiest and most simple: `fprintf()`
- Same functionality as `printf()` and `sprintf()`

File Output

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

- Many ways to output to a file
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- Same functionality as `printf()` and `sprintf()`
- Takes a `FILE*` as its first argument and prints to it

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- Easiest and most simple: `fprintf()`
- Same functionality as `printf()` and `sprintf()`
- Takes a `FILE*` as its first argument and prints to it
- Demonstration

File Output

Introduction

Opening Files

Paths

File Output

File Input

Binary Files

Exercises

```

1  int a = 42;
2
3  FILE *f = fopen("data.txt", "w");
4
5  fprintf(f, "Hello World!\n");
6  fprintf(f, "a = %d\n");
7  fprintf(f, "pi is %.4f\n", M_PI);
8
9  fclose(f);

```

Part II: File Input

- There are many (dangerous) ways of reading from a file

File Input

Introduction

File Input

Binary Files

Exercises

- There are many (dangerous) ways of reading from a file
- Best to limit the amount of data read so it is predictable

File Input

Introduction

File Input

Binary Files

Exercises

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- Avoid “buffer overflows” (strings where we store the data)

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- There are many (dangerous) ways of reading from a file
- Best to limit the amount of data read so it is predictable
- Avoid “buffer overflows” (strings where we store the data)
- Focus on two useful functions:
- `fgetc()` gets a single character from a file
- `fgets()` gets (up to) an entire line from a file

- `int fgetc(FILE *f);`

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- Returns a special flag, `EOF` when it gets to the end-of-file

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- Returns a special flag, `EOF` when it gets to the end-of-file
- Demonstration

```

1  #include <stdlib.h>
2  #include <stdio.h>
3  #include <string.h>
4
5  int main(int argc, char **argv) {
6
7      FILE *f = fopen("./data/students.csv", "r");
8      char c = fgetc(f);
9      while(c != EOF) {
10         printf("c = %c\n", c);
11         c = fgetc(f);
12     }
13     fclose(f);
14
15     return 0;
16 }
```

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- Returns `NULL` when it reaches the end of file

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- Alternatively (for both): `int feof(FILE *f);`

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- Demonstration

```
1  #include <stdlib.h>
2  #include <stdio.h>
3  #include <string.h>
4
5  int main(int argc, char **argv) {
6
7      FILE *f = fopen("./data/students.csv", "r");
8
9      char buffer[100];
10     char *line = fgets(buffer, 100, f);
11     while(line != NULL) {
12         //chomp out the newline character:
13         int n = strlen(buffer);
14         if(buffer[n-1] == '\n') {
15             buffer[n-1] = '\0';
16         }
17         printf("line = %s\n", line);
18         line = fgets(buffer, 100, f);
19     }
20     fclose(f);
21     return 0;
22 }
```

Part III: Binary Files

- Most data formats are *binary*: raw bits and bytes

Binary Files

Introduction

File Input

Binary Files

Exercises

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Binary Files

Introduction

File Input

Binary Files

Exercises

- Most data formats are *binary*: raw bits and bytes
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- C: `fread` (reading) and `fwrite` (writing) binary data

- Most data formats are *binary*: raw bits and bytes
- May have specific format and magic number identifiers
- GIF format: <https://en.wikipedia.org/wiki/GIF>
- Often more efficient: less space, easier to read/write
- C: `fread` (reading) and `fwrite` (writing) binary data
- Reads/writes multiple pieces of data at once

- `size_t fread(void *ptr, size_t size, size_t n, FILE *f);`

Binary Files

Introduction

File Input

Binary Files

Exercises

- `size_t fread(void *ptr, size_t size, size_t n, FILE *f);`
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 - `f` – file pointer

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 - `size` – number of bytes for each item (use `sizeof`)
 - `n` – number of items to be read/written
 - `f` – file pointer
- Demonstration

Part IV: Exercises

Write a program to process a CSV file with student information including last name, first name, NUID, and GPA to prepare a Dean's list. Output to a separate file all student names whose GPA is greater than 3.5, but only include their first name and last name (one to a line).

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- Common for users to use dictionary words as passwords
- They can easily be broken using a *dictionary attack*
- Exercise: dictionary attack a SHA-256 hashed password:
0xaa97302150fce811425cd84537028a5afbe37e3f1362ad45a51d467e17afdc9c