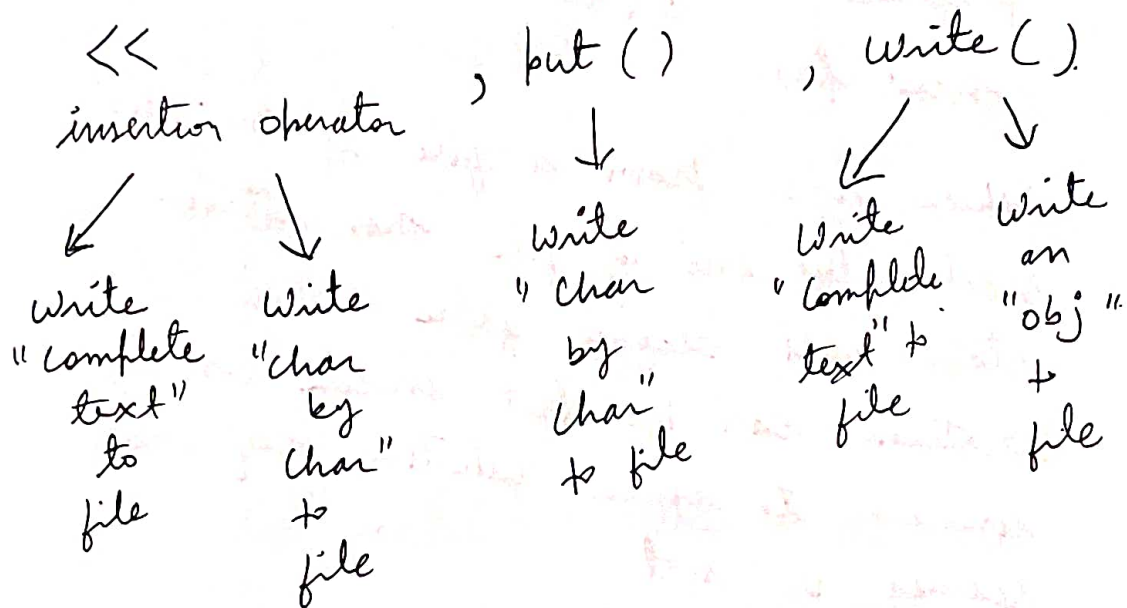


Ways to perform write operation to a file

(Unit-5)

- Writing to a file can be done using



Q How are current r/w position maintained in a file?

A Each stream will have 2 pointers

- 1) get ptr. wh. tracks the current posⁿ to read from a file
- 2) put ptr. wh. tracks the current pos to write to a file

- whenever any read operation is performed then get ptr will move to next pos.
- whenever, any r operation is performed then ptr will move to next pos.
- while r/w from a file if the ptr reaches the end of file then stream state will become false.
- So stream can be put inside an if condition to check whether eof has reached or not.

eg while(1)

```

    1 myin.get(ch);
    if(myin) cout << ch;
    else break;
3

```

- Here myin stream is used to read from a file.
- get fun will read 1 char & move ptr to next pos.
- if(myin) condition will become false then loop will be broken.
- So this loop can be applied to read from a stream.

Writing to a file - 1

- Writing the "complete text" to a file using "<< operation"
- << can be used to write a block of text to a stream.
- No loop is needed.

Eg

```
#include <iostream>
#include <fstream> // include this
                    // file to create streams
```

```
int main()
{
    char text[] = "This is L1\n This is L2";
    // L1, L2 means line 1, line 2.
    // This text needs to be written to the file
```

step-1 > Create a stream & open file to write

```
ofstream myout("file.txt");
```

step-2 > Check if open success

```
if (!myout)
```

```
{
```

```
    cout << "Can't open file"; // Can't open.
                                msg
    return 0; // Prog will exit
```

```
}
```

step-3 > write to a file

```
myout << text;
```

// << operator will write the complete text to this file.

step-4 > close file:

```
myout.close();
```

```
}
```

Writing to a file-2

- Write the given text to a file "Char by Char" using "<< operator"
- Loop will be used.

eg #include - - -

- - -

```
int main()
```

```
{
```

```
char text[] = "This is line 1 \n  
This is line 2";
```

S1) Create o/p stream
ofstream myout ("file.txt");

S2) Check if open success
if (!myout)

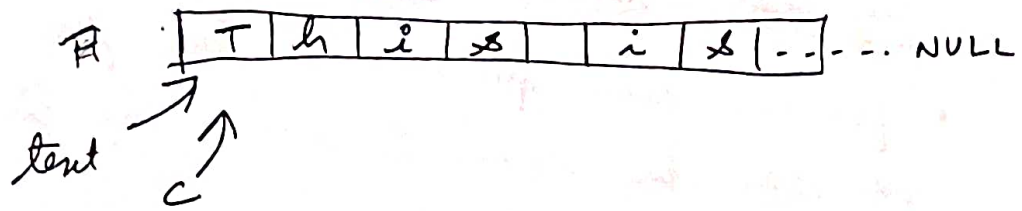
```
{ cout << "Can't open";
```

```
return 0;
```

```
}
```

(4)

\$3\$ use a pointer to access each char of array



```
char *c;  
c = text; // don't write c = &text;
```

\$4\$ use while loop to access each el of this array.

```
while (*c != NULL)  
{
```

```
    myout << *c;  
    // *c is used to access each char  
    // write one char to file stream at a  
    time
```

```
    c++;
```

```
    // increment pointer
```

```
}
```

\$6\$ close stream

```
myout.close();
```

```
}
```

Writing to a file - 3

- Write the given text to a file "char by char" using "put" fun.
- `fstream` class provides a `put` fun wh. can be used to write one char at a time to a file.

• Syntax `myout.put(ch);`

- `put()` fun takes one char as param wh. will be written to the file

Program:-

```
int main()
```

```
{
```

```
    char text[] = "This is L1 \n This is L2";
```

```
    ofstream myout("file.txt");
```

```
    if(!myout)
```

```
    {
```

```
        cout << "Can't open";
```

```
        return 0;
```

```
    }
```

// use loop & ptr to access the text array char by char

```
    char *c;
```

```
    c = text;
```

```
    while(*c != NULL)
```

```
    {
```

```
        myout.put(*c);
```

```
        c++;
```

```
    }
```

// put fun is used to write 1 char
// to the file

myout.close()

3.

Writing to a file - 4

- ~~Write the given text to a file~~
- Write the "complete" given text to a file using "write fun"
- Write is a very convenient fun wh. is used to write the complete text to the file.
- Syntax
$$\text{myout.write}(\text{text}, \text{size of } (\text{text}));$$

array to be written
to file size of array

must be of type char *
- Write() takes 2 params
first: Char array, must be of type char *
second: size of array.

```
int main()
```

```
{
```

```
    char text[] = "This is line 1\nThis  
                    is line 2";
```

```
    ofstream myout("file.txt");
```

```
    if(!myout)
```

```
{
```

```
        cout << "Can't open";
```

```
        return 0;
```

```
}
```

```
    myout.write(text, sizeof(text));
```

```
    myout.close();
```

```
}
```

// No loop is reqd in this case.

Writing to a file-5

• Write a "class object" to a file using "write" fun()

- Write is very convenient & easy to use.
- Doesn't require any loop.
- It can write complete text to a file.
- It can also be used to write an "obj" to a file.

eg // Assume that student class is already created.

```
int main()
{
    student obj;
    obj.set(10, 20, 30); // assign values to
                        // var of this obj
    ofstream myout("file.txt");
    if (!myout)
    {
        cout << "cant open" << endl;
        return 0;
    }
}
```

`myout.write((char*) &obj, size of (obj));`

first param should be a pointer. obtain a ptr to obj & convert to char *

second param is size of obj.

```
myout.close();
```

```
}
```

Summary of different ways to write to a file

Method	Description	Use	While loop required
<< (insertion) operator	Write complete text	myout << text;	No
	Write char by char	myout << ch;	Yes.
put()	Write char by char.	myout << ch myout.put(ch);	Yes.
write fun	Write complete text	myout.write(text, size(text));	No.
	Write an obj	myout.write((char*)obj, size of obj)	No.

Note. ~~char write()~~ is. Using write fun is the most convenient way to write a text to the file.

- But sometimes you may need to process the text char by char. So use use put() to write char by char to a file.