



# File Handling



# Revision

We can conclude that every program performs **3 basic operations**.

1. Takes data as **input**
2. **Performs computations** based on the input
3. **Displays/Stores** the result

# Revision

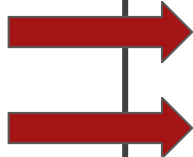
Write a Program that takes **Distance** (in kilometers) travelled by a car in **Time** (hours) and calculates its **Speed** (kilometer/hour).

```
#include <iostream>
using namespace std;
main()
{
    int distance;
    int time;
    int speed;
    cout << "Enter distance: ";
    cin >> distance;
    cout << "Enter time: ";
    cin >> time;
    speed = distance / time;
    cout << "Speed is " << speed;
}
```

# Revision

Write a Program that takes **Distance** (in kilometers) travelled by a car in **Time** (hours) and calculates its **Speed** (kilometer/hour).

Input



```
#include <iostream>
using namespace std;
main()
{
    int distance;
    int time;
    int speed;
    cout << "Enter distance: ";
    cin >> distance;
    cout << "Enter time: ";
    cin >> time;
    speed = distance / time;
    cout << "Speed is " << speed;
}
```

# Revision

Write a Program that takes **Distance** (in kilometers) travelled by a car in **Time** (hours) and calculates its **Speed** (kilometer/hour).

Computation




```
#include <iostream>
using namespace std;
main()
{
    int distance;
    int time;
    int speed;
    cout << "Enter distance: ";
    cin >> distance;
    cout << "Enter time: ";
    cin >> time;
    speed = distance / time;
    cout << "Speed is " << speed;
}
```

# Revision

Write a Program that takes **Distance** (in kilometers) travelled by a car in **Time** (hours) and calculates its **Speed** (kilometer/hour).

Output



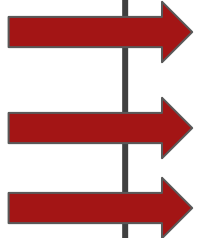
```
#include <iostream>
using namespace std;
main()
{
    int distance;
    int time;
    int speed;
    cout << "Enter distance: ";
    cin >> distance;
    cout << "Enter time: ";
    cin >> time;
    speed = distance / time;
    cout << "Speed is " << speed;
}
```

# Stream:

In programming languages, **inputs** and **outputs** are nothing but the **sequence of bytes** called the **Stream**.

Input

Output



```
#include <iostream>
using namespace std;
main()
{
    int distance;
    int time;
    int speed;
    cout << "Enter distance: ";
    cin >> distance;
    cout << "Enter time: ";
    cin >> time;
    speed = distance / time;
    cout << "Speed is " << speed;
}
```

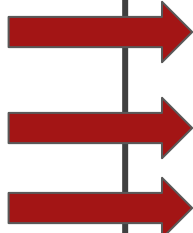
# Stream:

Stream refers to the flow of  
Data  
from any device to RAM  
Or  
from RAM to the device

Input

Output

```
#include <iostream>
using namespace std;
main()
{
    int distance;
    int time;
    int speed;
    cout << "Enter distance: ";
    cin >> distance;
    cout << "Enter time: ";
    cin >> time;
    speed = distance / time;
    cout << "Speed is " << speed;
}
```





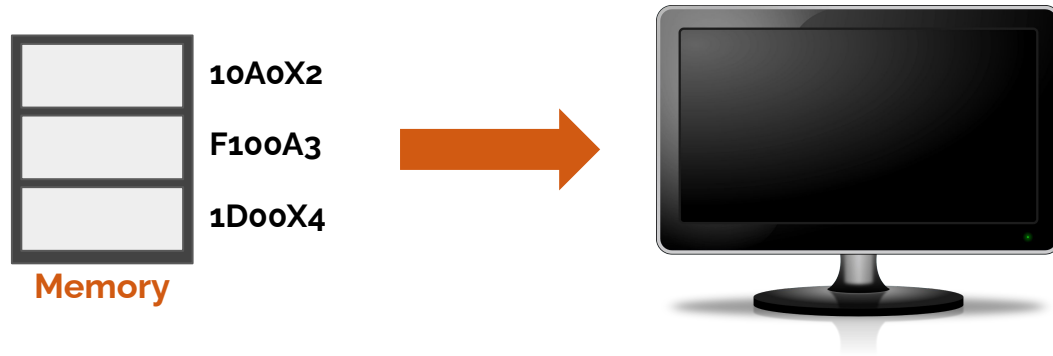
# Stream: Input Stream

The flow of data from input device to memory is called **InStream**



# Stream: Output Stream

The flow of data from memory to output device is called **OutStream**.



# | Stream: Input/Output Stream

If we want to write on console or read from console, we have already used **IOSTREAM** library.

```
#include <iostream>
```

# Revision: Working Example

Write a program that takes **names of students** from the user and then **displays them on the console**.

Let's see the solution in terms of functions.

```
#include <iostream>
using namespace std;

    // Function Prototype
void inputNames();
void displayNames();

    // Global Variables
string names[100];
int namesIndex = 0;

main()
{
    inputNames();
    displayNames();
}

    // Function Definition
void displayNames()
{
    cout << "Names of the Students are:" << endl;
    for (int i = 0; i < namesIndex; i = i + 1)
    {
        cout << names[i] << endl;
    }
}
```

```
void inputNames()
{
    string option;
    while (true)
    {
        cout << "Enter the Name or Enter 'No' to Exit: ";
        cin >> option;
        if (option == "No" || option == "no")
        {
            break;
        }
        else
        {
            names[namesIndex] = option;
            namesIndex = namesIndex + 1;
        }
    }
}
```

# Revision: Working Example

Do you see any **limitation** in this program?



# Input/Output Stream: Limitation

- Inputting data in a program from the keyboard is comfortable as long as the amount of **input is very small**.
- Sending output to the screen works well if the **amount of data is small** (no larger than the size of the screen) and you do not want to distribute the output in a printed format to others.
- As soon as the program terminates, the data in the **memory (RAM) is deleted**.

# Input/Output Stream: Limitation

So, what is the solution?





# File Stream

- If we need to **store data permanently**, we have to store it into the **files**.
- Now, if we need to write or read from the file, we need to do it through **FileStream**.

```
#include <fstream>
```

# File Stream

- We have to **open the file** in the correct mode, before **reading** or **writing** in the file.

Sr. No.	Open Mode	Description
1	ios::in	Open for reading
2	ios::out	Open for writing
3	ios::app	Append mode

# File Stream: Writing in the File

- Let's say we want to write "Welcome to UET" in a text file.

```
string line = "Welcome to UET";
```

# File Stream: Writing in the File

- Writing in a file or Storing output in the file is a five-step process

# Writing in the File: 5 Step Process


**Step 1:** Include the header file fstream in the program.



```
#include <fstream>
using namespace std;
main()
{
    string line = "Welcome to UET";
}
```

# Writing in the File: 5 Step Process


**Step 2:** Declare file stream variable to open the file.



```
#include <fstream>
using namespace std;
main()
{
    string line = "Welcome to UET";
    fstream newFile;
}
```

# Writing in the File: 5 Step Process

**Step 3:** Associate the file stream variables with the text file and define the opening mode.





```
#include <fstream>
using namespace std;
main()
{
    string line = "Welcome to UET";
    fstream newFile;
    newFile.open("TextFile.txt", ios::out);
}
```

# Writing in the File: 5 Step Process

**Step 3:** Associate the file stream variables with the text file and define the opening mode.

```
#include <fstream>
using namespace std;
main()
{
    string line = "Welcome to UET";
    fstream newFile;
    newFile.open("TextFile.txt", ios::out);
}
```



**ios** Input Output  
Stream


**::** Scope  
resolution operator  
which specifies the  
scope



# Writing in the File: 5 Step Process

**Step 4:** Use the file stream variables insertion operator << (to store in the file).


```
#include <fstream>
using namespace std;
main()
{
    string line = "Welcome to UET";
    fstream newFile;
    newFile.open("TextFile.txt", ios::out);
    newFile << line;
}
```



# Writing in the File: 5 Step Process

Step 5: Close the file.

```
#include <fstream>
using namespace std;
main()
{
    string line = "Welcome to UET";
    fstream newFile;
    newFile.open("TextFile.txt", ios::out);
    newFile << line;
    newFile.close();
}
```



# Output: Writing in the File

- Now we will **not** see anything on the **Console**.

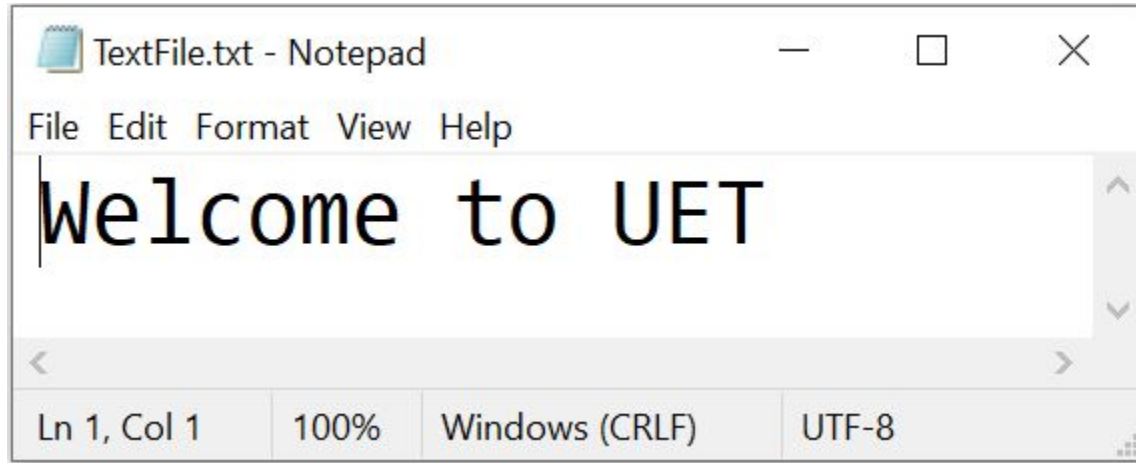
```
C:\C++>c++ program.cpp -o program.exe
```

```
C:\C++>program.exe
```

```
C:\C++>
```



# Output: Writing in the File

- Now we will **not** see anything on the **Console**. But the output is permanently stored in a text file.



# File in the Same Directory

Important thing to note the **.txt** file will be created in the **same directory** as that of our **.exe** file.

 program.cpp	12/9/2021 8:38 PM	CPP File	3 KB
 program.exe	12/9/2021 8:38 PM	Application	50 KB
 TextFile.txt	1/7/2022 11:35 AM	Text Document	1 KB

# Activity

Write a program to input **five names** in an array and then create a file named as **names.txt** and store the values from the array in the text file.

# Activity Skeleton Code:

```
#include <iostream>
#include <fstream>
using namespace std;
void inputNames();
void storeNames();
string userNames[5];
main () {
    inputNames();
    storeNames();
}
```

# Activity Solution:

```
#include <iostream>
#include <fstream>
using namespace std;
void inputNames();
void storeNames();
string userNames[5];
main () {
    inputNames();
    storeNames();
}
```

```
void inputNames()
{
    for(int idx=0;idx<5;idx++)
    {
        cout<<"Enter Name:";
        cin>>userNames[idx];
    }
}
```



# Activity Solution:

```
#include <iostream>
#include <fstream>
using namespace std;
void inputNames();
void storeNames();
string userNames[5];
main () {
    inputNames();
    storeNames();
}
```

```
void inputNames()
{
    for(int idx=0;idx<5;idx++)
    {
        cout<<"Enter Name:";
        cin>>userNames[idx];
    }
}
```

```
void storeNames()
{
    fstream file;
    file.open("data.txt",ios::out);
    for(int idx=0;idx<5;idx++)
    {
        file << userNames[idx];
        file << "\n";
    }
    file.close();
}
```

# Learning Objective

**Understand** the limitations of taking input and displaying on the **console**.



# Learning Objective

Write **C++ Program** that creates a **text file** and store data into the **permanent storage**.



# Conclusion

- The **limitations** of using input and output streams are:
  - **Inputting data** in a program from the keyboard is comfortable as long as the **amount of input is very small**.
  - **Sending output** to the screen works well if the amount of **data is small** and one does not want to distribute the output in a printed format to others.
  - As soon as the program terminates, the data in the **memory (RAM) is deleted**.



# Conclusion

- If we need to store data permanently, we have to store it into the **files**.
- Now, if need to write or read from the file, we need to do it through **FileStream**.



# Conclusion

- Storing output in the file is a **five-step** process:
  1. Include the header file `fstream` in the program.
  2. Declare file stream variables.
  3. Associate the file stream variables with the text file and define the opening mode.
  4. Use the file stream variables insertion operator `<<` (to store output in the file i.e., write in the file)
  5. Close the file.

# Self Assessment

1. Develop a Signup Application using File System.  
As a user, when I SignUp to the system the  
**username** and **password** stores into the file.

