



Streams

How can we convert between string-represented data and the real thing?

Attendance

bit.ly/3mpdw



Announcement

Optional Extra Practice

- On class website under code for today's lecture

APRIL 13

4. Streams

 Slides

 Code



Recap

Recap:

- **Uniform Initialization**
 - A “uniform” way to initialize variables of different types!

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- **References**
 - Allow us to alias variables

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- **Uniform Initialization**
 - A “uniform” way to initialize variables of different types!
- **References**
 - Allow us to alias variables
- **Const**
 - Allow us to specify that a variable can't be modified

Today



- **What are streams?**
- Output streams
- Input streams
- String streams!

Definition

stream: an abstraction for input/output. Streams convert between *data* and the *string representation of data*.

A stream you've used: cout

```
// use a stream to print any primitive type!  
std::cout << 5 << std::endl; // prints 5  
// and most from the STL work!  
std::cout << "Sarah" << std::endl;
```

A stream you've used: cout

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// Mix types!  
std::cout << "Sarah is " << 21 << std::endl;
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// structs?  
Student s = {"Sarah", "CA", 21};  
std::cout << s << std::endl;
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ERROR!

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// Mix types!
std::cout << "Sarah is 21" << std::endl;
// structs?
Student s = {"Sarah", "CA", 21};
std::cout << s << std::endl;
```

Reminder: Our student struct

```
struct Student {
    string name;
    string state;
    int age;
};
```

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// Mix types!  
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// structs?  
Student s = {"Sarah", "CA", 21};  
std::cout << s.name << s.age << std::endl;
```

Works

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std::cout << "Sarah" << std::endl;  
// Mix types!  
std::cout << "Sarah is " << 21 << std::endl;  
// Any primitive type + most from the STL work!  
// For other types, you will have to write the  
<< operator yourself!
```

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// use a stream to print any primitive type!  
std::cout << 5 << std::endl; // prints 5  
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std::cout << "Sarah is " <<  
// Any primitive type + most  
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```

We'll talk about how to write the << operator for custom types during lecture 11 on Operators!

`std::cout` is an *output stream*. It has type
`std::ostream`

Two ways to classify streams

By Direction:

By Source or Destination:

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- **Input streams:** Used for **reading** data (ex. 'std::istream', 'std::cin')

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- **Input/Output streams:** Used for both **reading and writing** data (ex. 'std::iostream', 'std::stringstream')

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- **Console streams:** Read/write to **console** (ex. 'std::cout', 'std::cin')

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By Source or Destination:

- **Console streams:** Read/write to **console** (ex. 'std::cout', 'std::cin')
- **File streams:** Read/write to **files** (ex. 'std::fstream', 'std::ifstream', 'std::ofstream')

Two ways to classify streams

By Direction:

- **Input streams:** Used for **reading** data (ex. 'std::istream', 'std::cin')
- **Output streams:** Used for **writing** data (ex. 'std::ostream', 'std::cout')
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By Source or Destination:

- **Console streams:** Read/write to **console** (ex. 'std::cout', 'std::cin')
- **File streams:** Read/write to **files** (ex. 'std::fstream', 'std::ifstream', 'std::ofstream')
- **String streams:** Read/write to **strings** (ex. 'std::stringstream', 'std::istringstream', 'std::ostringstream')

Today



- ~~What are streams?~~
- **Output streams**
- Input streams
- String streams!

Output Streams!

Output Streams

- Have type `std::ostream`
- You can only **send** data to the stream
 - Interact with the stream using the `<<` operator
 - Converts any type into string and **sends** it to the stream

Output Streams

- Have type `std::ostream`
- You can only **send** data to the stream
 - Interact with the stream using the `<<` operator
 - Converts any type into string and **sends** it to the stream
- `std::cout` is the output stream that goes to the console

```
std::cout << 5 << std::endl;  
// converts int value 5 to string "5"  
// sends "5" to the console output stream
```

Output File Streams

- Have type `std::ofstream`
- You can only **send** data to file using the `<<` operator
 - Converts data of any type into a string and sends it to the **file stream**

Output File Streams

- Have type `std::ofstream`
- You can only **send** data to file using the `<<` operator
 - Converts data of any type into a string and sends it to the **file stream**
- Must initialize your own `ofstream` object linked to your file

```
std::ofstream out("out.txt");  
// out is now an ofstream that outputs to  
out.txt  
out << 5 << std::endl; // out.txt contains 5
```


Code Demo with ofstream

`std::cout` is a *global constant object* that you get from
`#include <iostream>`

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`#include <iostream>`

To use any other output stream,
you must first initialize it!

Questions?

Today



- ~~— What are streams?~~
- ~~— Output streams~~
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Input Streams!

What does this code do?

```
int x;  
std::cin >> x;
```

What does this code do?

```
int x;  
std::cin >> x;  
// what happens if input is 5 ?  
// how about 51375 ?  
// how about 5 1 3 7 5?
```

Let's try it out!

A note about nomenclature

- “>>” is the **stream extraction operator** or simply extraction operator
 - Used to **extract data from a stream** and place it into a variable

A note about nomenclature

- “>>” is the **stream extraction operator** or simply extraction operator
 - Used to **extract data from a stream** and place it into a variable
- “<<” is the **stream insertion operator** or insertion operator
 - Used to **insert data into a stream** usually to output the data to a file, console, or string

`std::cin` is an *input stream*. It has type
`std::istream`

Input Streams

- Have type `std::istream`
- You can only **receive** strings using the `>>` operator
 - **Receives** a string from the stream and converts it to data

Input Streams

- Have type `std::istream`
- You can only **receive** strings using the `>>` operator
 - **Receives** a string from the stream and converts it to data
- `std::cin` is the input stream that gets input from the console

```
int x;  
string str;  
std::cin >> x >> str;  
//reads exactly one int then one string from  
console
```

Nitty Gritty Details: `std::cin`

- First call to `std::cin >>` creates a command line prompt that allows the user to type until they hit enter

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 - The place its saved is called a **buffer**!

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- If there is nothing waiting in the buffer, `std::cin >>` creates a new command line prompt

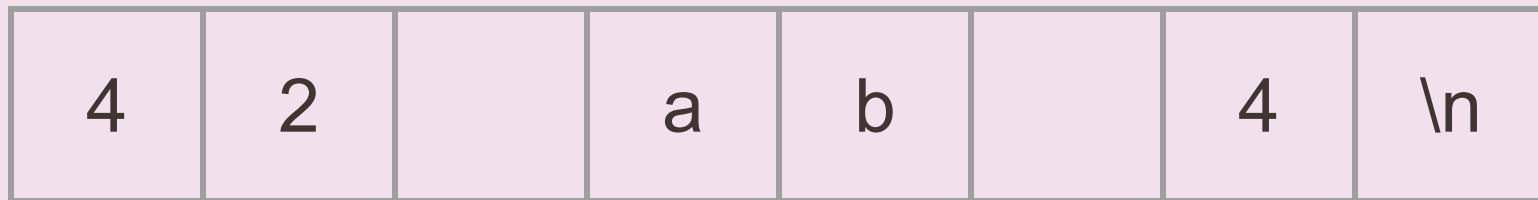
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 - The place its saved is called a **buffer**!
- If there is nothing waiting in the buffer, `std::cin >>` creates a new command line prompt
- Whitespace is eaten; it won't show up in output

That was a lot of text. Let's see
what that looks like in practice

[Code Demo](#)

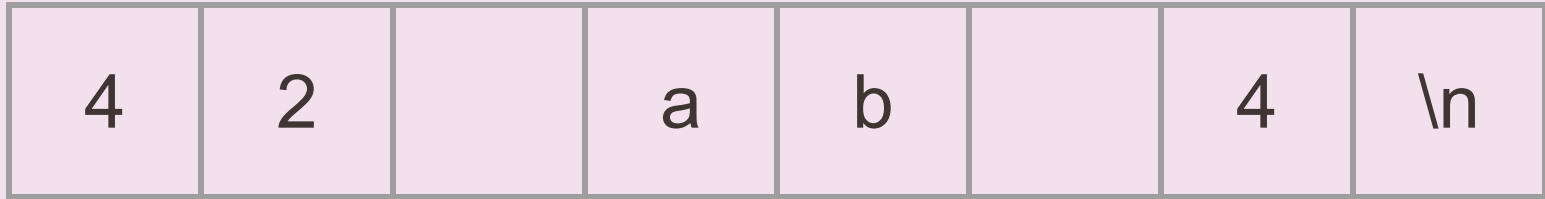
Think of a `std::istream` as a sequence of characters



↑
position

```
int x; string y; int z;  
cin >> x;  
cin >> y;  
cin >> z;
```

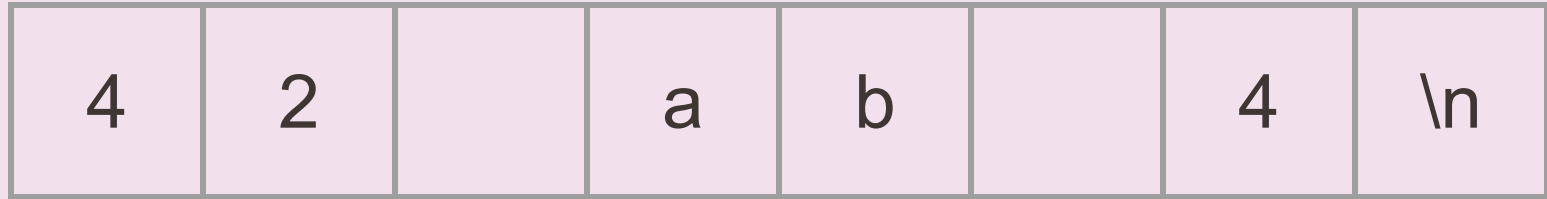
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```
int x; string y; int z;  
cin >> x; //42 put into x  
cin >> y;  
cin >> z;
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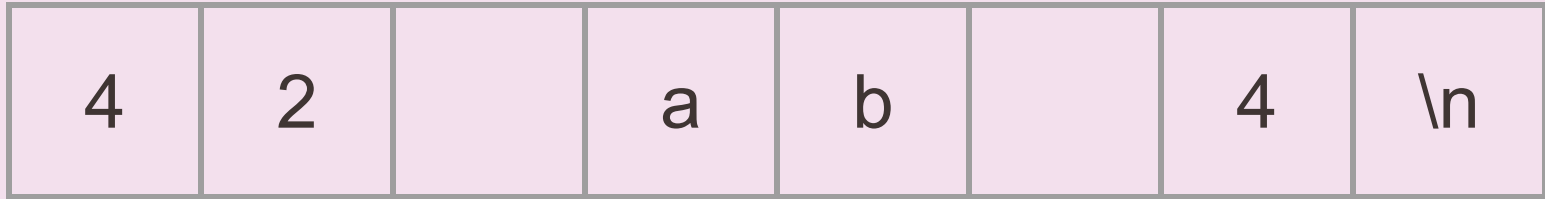
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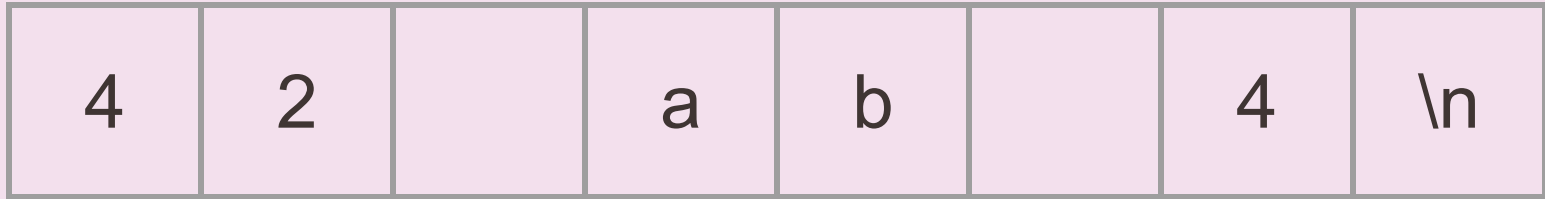
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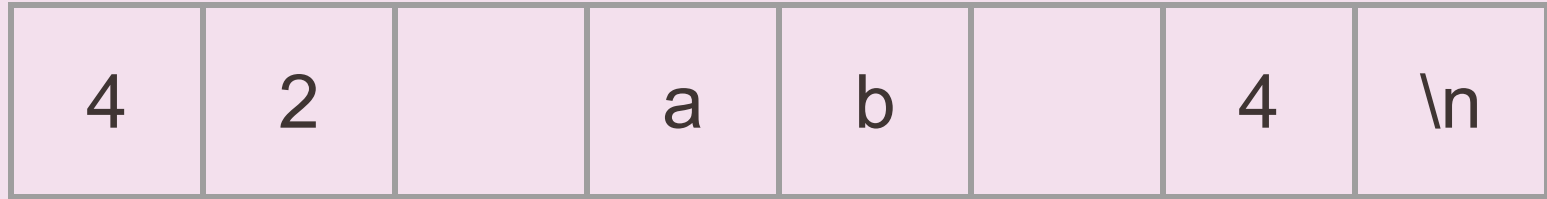
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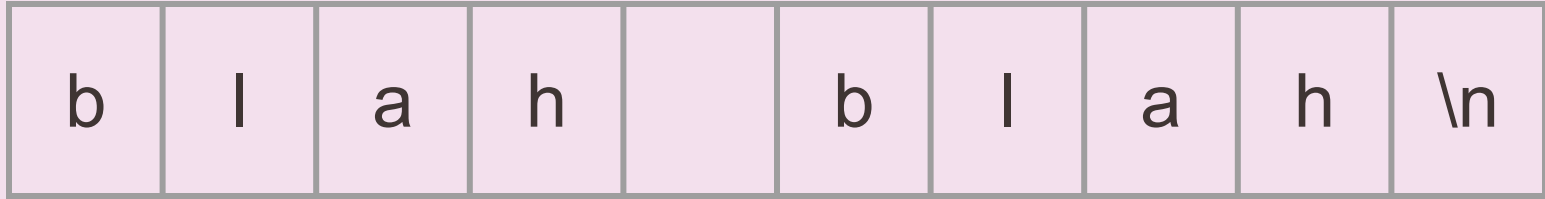
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int x; string y; int z;  
cin >> x;  
cin >> y;  
cin >> z; //4 put into z
```

Input Streams: When things go wrong

```
string str;  
int x;  
std::cin >> str >> x;  
//what happens if input is blah blah?  
std::cout << str << x;
```

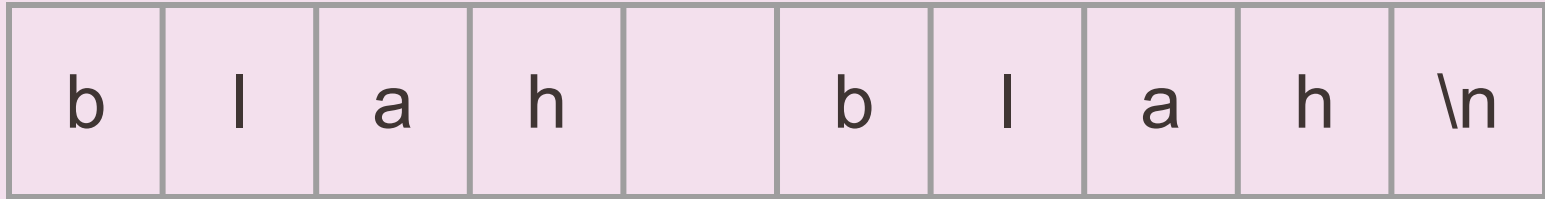
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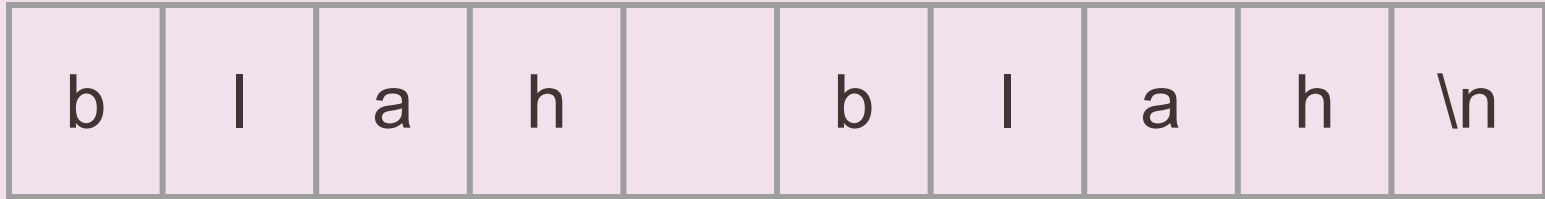
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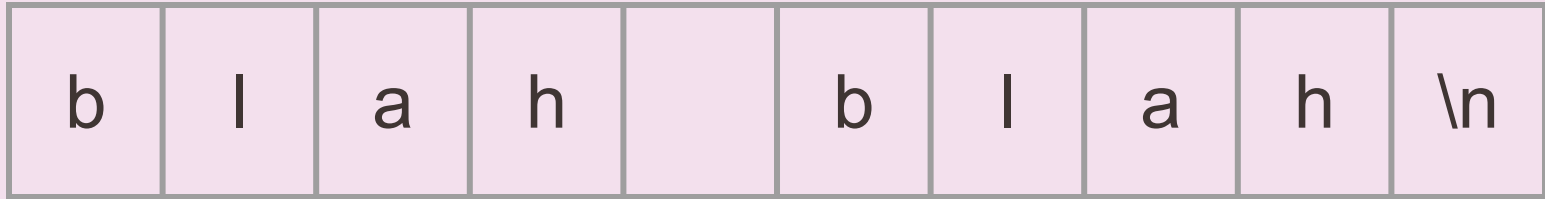
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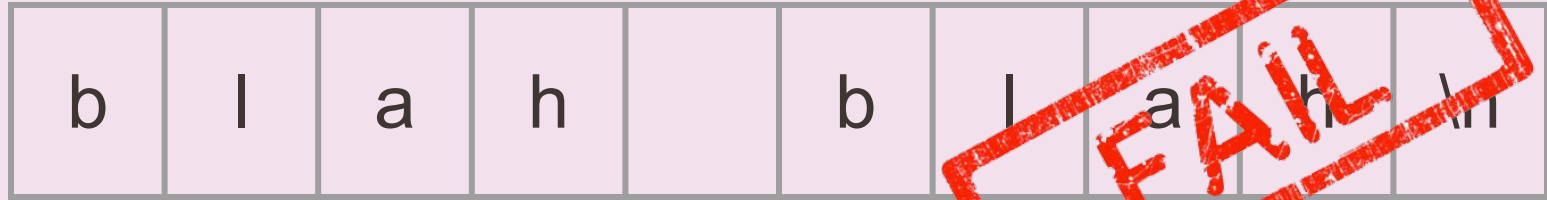
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string str; int x;  
std::cin >> str >> x;
```

**Not a crash.
x stores 0 to
indicate a fail.**

Input Streams: When things go wrong

```
string str;  
int x;  
string otherStr;  
std::cin >> str >> x >> otherStr;  
//what happens if input is blah blah blah?  
std::cout << str << x << otherStr;
```

Let's try it out!

Input Streams: When things go wrong

```
string str;  
int x;  
string otherStr;  
std::cin >> str >> x >> otherStr;  
//what happens if input is blah blah blah?  
std::cout << str << x << otherStr;  
//once an error is detected, the input stream's  
//fail bit is set, and it will no longer accept  
//input
```

str → "blah"

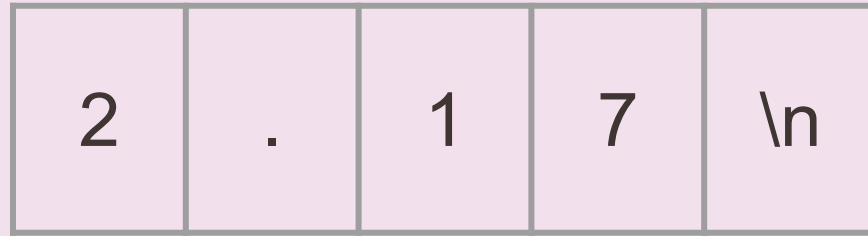
x → 0

otherStr → NOTHING

Input Streams: When things go wrong

```
int age; double hourlyWage;  
cout << "Please enter your age: ";  
cin >> age;  
cout << "Please enter your hourly wage: ";  
cin >> hourlyWage;  
//what happens if first input is 2.17?
```

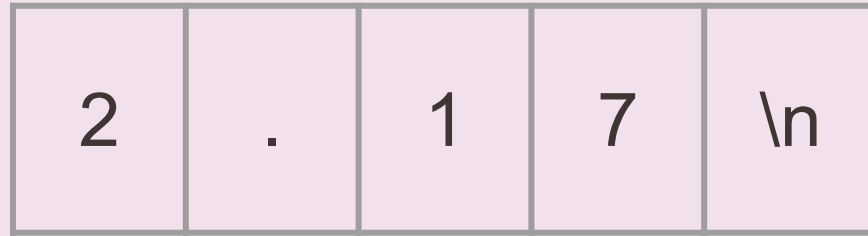
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```
cin >> age;  
cout << "Wage: ";  
cin >> hourlyWage;
```

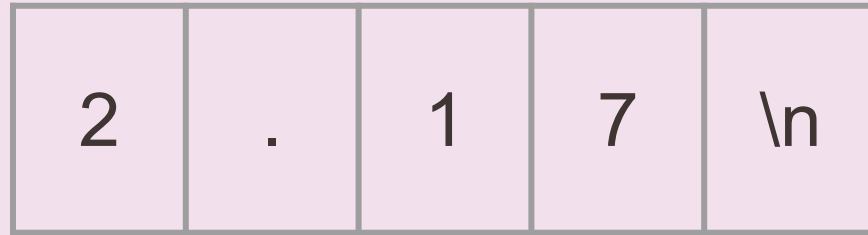
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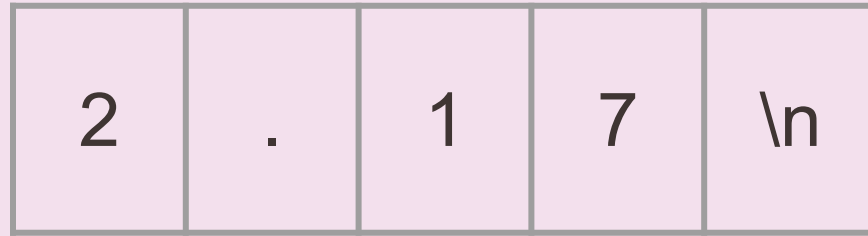
Reads until it finds
something that isn't an int!

```
cin >> age; // age = 2
```

```
cout << "Wage: ";
```

```
cin >> hourlyWage;
```

Think of a `std::istream` as a sequence of characters



position

```
cin >> age;  
cout << "Wage: ";  
cin >> hourlyWage; // =.17
```

Questions?

std::getline()

// Used to read a line from an input stream

// Function Signature

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istream& getline(istream& is, string& str, char delim);
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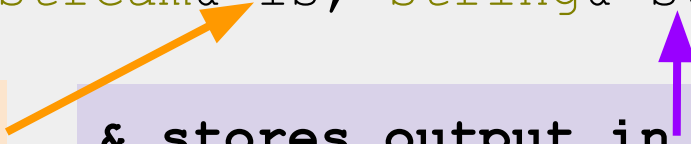
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**Stops when read.
'\n' = default**

// Designed to work with character sequences

`std::getline(istream& is, string& str, char delim)`

- **How it works:**

- Clears contents in str

`std::getline(istream& is, string& str, char delim)`

- **How it works:**

- Clears contents in `str`
- Extracts chars from `is` and stores them in `str` until:

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 - Next char in `is` is `delim`, extracts but does not store `delim`

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- Extracts chars from `is` and stores them in `str` until:
 - End of file reached, sets EOF bit (checked using `is.eof()`)
 - Next char in `is` is `delim`, extracts but does not store `delim`
 - `str` out of space, sets FAIL bit (checked using `is.fail()`)

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- **How it works:**

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- Extracts chars from `is` and stores them in `str` until:
 - End of file reached, sets EOF bit (checked using `is.eof()`)
 - Next char in `is` is `delim`, extracts but does not store `delim`
 - `str` out of space, sets FAIL bit (checked using `is.fail()`)
- If no chars extracted for any reason, FAIL bit set

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- **How it works:**

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- Extracts chars from `is` a
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 - Next char in `is` is `delim`, extracts but does not store `delim`
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In contrast:

- “>>” only **reads until it hits whitespace** (so can't read a sentence in one go)

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- BUT “>>” can **convert data to built-in types** (like ints) while `getline` can only produce strings.

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- **How it works:**

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- If no chars extracted for

In contrast:

- “>>” only **reads until it hits whitespace** (so can't read a sentence in one go)
- BUT “>>” can **convert data to built-in types** (like ints) while `getline` can only produce strings.
- AND “>>” only **stops reading at predefined whitespace** while `getline` can stop reading at any delimiter you define

**Reading using >> extracts a single “word” or
built-in type**
including for strings

To read a whole line, use

```
std::getline(istream& stream, string& line);
```

How to use getline

- Notice `getline(istream& stream, string& line)` takes in both parameters by reference!

```
std::string line;  
std::getline(cin, line); //line changed now!  
//say the user entered "Hello World 42!"  
std::cout << line << std::endl;  
//should print out "Hello World 42!"
```

DEMO

Let's see what happens when we mix
>> and getline 🙄

Playground

IMPORTANT: Don't mix >> with getline!

- >> reads up to the next whitespace character and *does not* go past that whitespace character.
- **getline** reads up to the next delimiter (by default, \n), and *does* go past that delimiter.
- TL;DR they don't play nicely



Note for 106B: Don't use >> with Stanford libraries, they use getline.

Input File Streams

- Have type `std::ifstream`
- You can only receive strings using the `>>` operator
 - Receives strings from a file and converts it to data of any built-in type

Input File Streams

- Have type `std::ifstream`
- You can only receive strings using the `>>` operator
 - Receives strings from a file and converts it to data of any built-in type
- Must initialize your own `ifstream` object linked to your file

```
std::ifstream in("out.txt");  
// in is now an ifstream that reads from out.txt  
string str;  
in >> str; // first word in out.txt goes into str
```

`std::cin` is a *global constant object* that you get from

```
#include <iostream>
```

To use any other input stream, you must first initialize it!

Questions?

Today



- ~~— What are streams?~~
- ~~— Output streams~~
- ~~— Input streams~~
- String streams!

Stringstreams

Stringstreams

- **What:** A stream that can read from or write to a string object
- **Purpose:** Allows you to perform input/output operations on a string as if it were a stream

```
std::string input = "123";  
std::stringstream stream(input);  
  
int number;  
  
stream >> number;  
  
std::cout << number << std::endl; // Outputs "123"
```

If you only want to read OR write data:

- **Read only:** `std::istringstream`
 - Give any data type to the `istringstream`, it'll store it as a string!
- **Write only:** `std::ostringstream`
 - Make an `ostringstream` out of a string, read from it word/type by word/type!
- Follows same patterns as the other i/ostreams!

Let's practice using these new
streams!

CODE DEMO

Recap

- Streams convert between data of any type and the string representation of that data

Recap

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- To send data (in string form) to a stream, use stream_name << data
- To extract data from a stream, use stream_name >> data, and the stream will try to convert a string to whatever type data is

Thanks for coming!

Next time: Containers!