

Object-oriented Programming

Week 10 | Lecture 3

Writing objects to file

```
class Employee
```

```
{
```

```
char* name;
```

```
int age;
```

```
public:
```

```
Employee() { }
```

```
Employee (char* n, int a)
```

```
{ name = n; age = a; }
```

```
void display()
```

```
{ cout << name << " & " << age << endl; }  
}
```

Example (cont'd)

```
int main( )
{
    Employee e1("Ahsan", 12400);
    Employee e2("Ali", 13500);

    ofstream os("myfile.txt", ios::app);
    os.write((char*)&e1, sizeof(e1));
    os.write((char*) & e2, sizeof(e2));
    os.close( );
}
```

Reading objects from a file

- We can read objects from a file using the ifstream member function `read(char*, int)`
- We can read an object and save it in an object declared beforehand

Example

```
int main( )  
{  
    Employee e;  
  
    ifstream is("myfile.txt");  
    is.read((char*)&e, sizeof(e));  
    // use the object as you like  
    is.close( );  
}
```

Important Point

- To write/read objects to a file correctly, make sure your class has char array instead of string to store sequence of characters