trun → truncate data

ate → file pointer at end

---

ifstream ifs

ifs. open ("_", ios::in | ios::ate);

ifs. peek(); → it will only read
             but file pointer
                  will not move

cout << (char) ifs. peek();
              ↓
           because peek give integral
           value

→ tell position of file
                              Pointer

cout << |ifs. tellg();|

ABC

ifs. open ("test.txt", ios::in);

cout << ifs. tellg();   0

ifs. get ();

cout << ifs. tellg();   1

→ To move file pointer to
   desired position.

|ifs. seekg(0);|

ifs. seekg(6);

cout << ifs. tellg();   → 6

Points father from current location.

ifs. seekg(02 + ifs. leng()) ;

ifs. seekg(-2, ios::end);
↓ Two points back from end.

↑ Two points away from begining

ifs. seek_g (02, ios :: beg) ;

ifs. seekg(2, ios:: cur);
↓ current

ifs. seekg(0, ios::end);
cout << ifs. tellg(); → This will tell the number of bites.

ifs. clear();

Problem:

struct
{   int roll no;

      char name[30];
      float cGPA;
};

write functions to:
→ add record
→ remove record.
→ modify record.