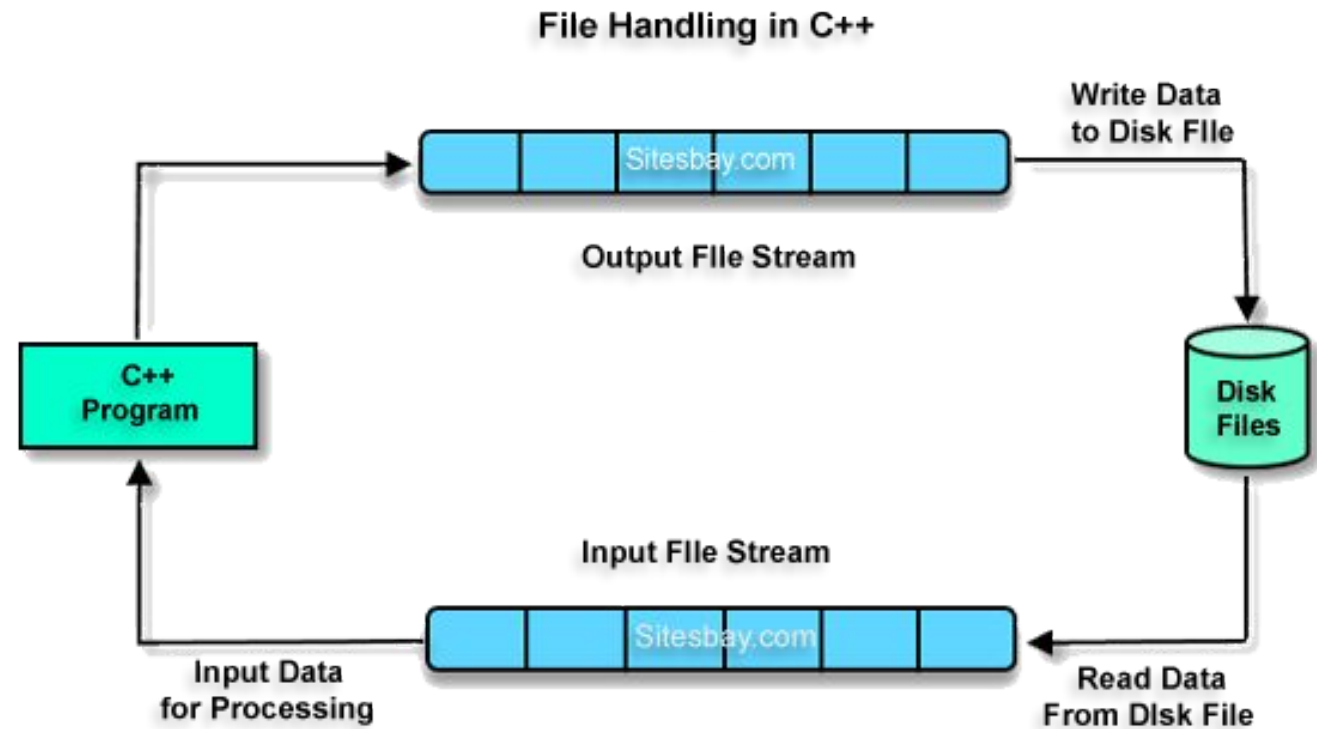


File handling

File handling

File Handling concept in C++ language is used for store a data permanently in computer. Using file handling we can store our data in Secondary memory (Hard disk)



File Handling Concept is used for store a data permanently in computer. Using file easily transfer data from one computer to another. Sitesbay

Why use File Handling in C++

- ❑ For permanent storage.
- ❑ The transfer of input - data or output - data from one computer to another can be easily done by using files.

For read and write from a file you need another standard C++ library called `fstream`, which defines three new data types:

Datatype	Description
<code>ofstream</code>	This is used to create a file and write data on files
<code>ifstream</code>	This is used to read data from files
<code>fstream</code>	This is used to both read and write data from/to files

Focus on Software Engineering: The Process of Using a File

Using a file in a program is a simple three-step process

- The file must be opened. If the file does not yet exist, opening it means creating it.
- Information is then saved to the file, read from the file, or both.
- When the program is finished using the file, the file must be closed.

File Input/Output

Done with the same operations (insertion, extraction) as keyboard input and monitor output

Simply open input or output object with connection to a file and use it where you would use cin or cout

To use

- include `<fstream>`
- create input object of type *ifstream*
- or output object of type *ofstream*

Writing data to a file

```
#include<iostream>
#include<fstream>
using namespace std;
int main()
{
    ofstream output;
    output.open("scores.txt");
    output<<"John T Smith 90"<<endl;
    output.close();
    cout<<"done";
}
```

Reading Data from File

```
#include<iostream>
#include<fstream>
#include<string>
using namespace std;
int main()
{
    ifstream input("scores.txt");
    string fname,lname;
    int score;
    char m;
    input>>fname>>m>>lname>>score;
    input.close();
    cout<<fname<<m<<lname<<score<<endl;
    cout<<"done";
}
```

Testing file existence

```
ifstream input("scors.txt");  
if(input.fail()) or if(!input  
{  
cout<<"file does not exist";  
return 0;  
}
```


getline

`getline(ifstream &input, string s, char delimiterChar)`

The function stop reading characters when the delimiter character or end-of-file mark is encountered.

If the delimiter is encountered, it is read but not stored in the array.

The third argument `delimiterChar` has a default value (`'\n'`)

Example

Suppose a file named state.txt is created that contains the state names delimited by (#) symbol

New York # New Mexico

Texas # Indiana

```
int main()
{
    ifstream input("states.txt");
    if(input.fail())
    {
        cout<<"file does not exist";
        return 0;
    }
    //read data
    string city;
    while(!input.eof())
    {
        getline(input, city, '#');
        cout<<city<<endl;
    }
    input.close();
    return 0;
}
```

Output:

New York

New Mexico

Texas

indiana

Copy file Contents

Read data from one file

Put the data to another file

Functions used

- Get()
 - Reads characters
- Put(ch)
 - Write characters
- Eof()
 - Checks whether its end of file or not

```
int main(){
    ifstream input("states.txt");
    ofstream output("scores.txt");
    if(input.fail()){
        cout<<"File does not exist \n";
        cout<<"Exit Program";
        return 0;
    }
    char ch =input.get();
    while(!input.eof()){
        output.put(ch);
        ch=input.get();
    }
    input.close();
    output.close();
    cout<<"\n Copy done";
    return 0;
}
```

fstream and file open modes

Ofstream is used to write data

Ifstream to read data

But it is convenient to usefstream if your program needs to use the same stream object for both input and output

To open anfstream file you have to specify a file mode to tell c++ how the file will be used

File modes

	Description
<code>ios::in</code>	Opens a file for input
<code>ios::out</code>	Open a file for output
<code>ios::app</code>	Appends all output to the end of the file
<code>ios::ate</code>	Opens the file for output. If the file already exists, move to the end of the file. Data can be written anywhere in the file.
<code>ios::trunc</code>	Discards the file's contents if the file already exists.
<code>ios::binary</code>	Opens a file for binary input and output

```
int main(){
    fstream inout;
    inout.open("city.txt", ios::out);
    inout<<"Dallas"<<" "<<"houston";
inout.close();
    inout.open("city.txt",ios::out | ios :: app);
    inout<<" lahore"<<" "<<"islamabad";
    inout.close();
    string city;
    inout.open("city.txt",ios::in);
    while(!inout.eof()){
        inout>>city;
        cout<<city<<" ";
    }
    inout.close();
}
```

Testing stream states

C++ provide many functions to test the stream states

Each stream object contains a set of bits that act as flags

These bit values 0 or 1 indicate the state of a stream

Stream state bit values

	Description
<code>ios::eofbit</code>	Set when the end of an input stream is reached
<code>ios::failbit</code>	Set when an operation is failed
<code>ios::hardfail</code>	Set when an unrecoverable error has occur
<code>ios:: badbit</code>	Set when an invalid operation has been occurred
<code>ios::goodbit</code>	Set when an operation is successful

Stream state functions

	Description
<code>eof()</code>	Returns true if eofbit flag is set
<code>fail()</code>	Returns true if the failbit and hardbit flag is set
<code>Bad()</code>	True if badbit is set
<code>Good()</code>	True if goodbit is set
<code>Clear()</code>	Clear all flags

Program

```
void showState(fstream &);  
void showState(fstream &stream)  
{  
    cout<<"stream status\n";  
    cout<<"eof() "<<stream.eof()<<endl;  
    cout<<"fail() "<<stream.fail()<<endl;  
    cout<<"bad "<<stream.bad()<<endl;  
    cout<<"good() "<<stream.good()<<endl;  
}
```

```
int main()
{
    fstream inout;
    inout.open("temp.txt",ios::out);
    inout<<"Lahore";
    cout<<"Normal operations no errors\n";
    showState(inout);
    inout.close();
    inout.open("temp.txt",ios::in);
    string city;
    inout>>city;
    cout<<"End of File (no errors)"<<endl;
    showState(inout);
    inout.close();
    inout>>city;
    cout<<"Bad operation (errors)"<<endl;
    showState(inout);
    return 0;
}
```

```
int main(){
    fstream fout;
    // opens an existing csv file or creates a new file.
    fout.open("reportcard.csv", ios::out | ios::app);
    cout << "Enter the details of 5 students:"
        << " roll name maths phy chem bio";
    int i, roll, phy, chem, math, bio;
    string name;
    // Read the input
    for (i = 0; i < 2; i++) {
        cin >> roll>> name>> math>> phy>> chem>> bio;
        // Insert the data to file
        fout << roll << ", " << name << ", " << math << ", " << phy << ", " << chem << ", " << bio << "\n";
    }
}
```