

CSE 461 Lab 2

File I/O

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Source code of sdisk.h:

```
#ifndef SDISK_H_
#define SDISK_H_

#include <string>

using namespace std;

class Sdisk
{
public :
    Sdisk(string diskname, int numberofblocks, int blocksize);
    int getblock(int blocknumber, string& buffer);
    int putblock(int blocknumber, string buffer);
    int getnumberofblocks(); // accessor function
    int getblocksize(); // accessor function
private :
    string diskname;    // file name of software-disk
    int numberofblocks; // number of blocks on disk
    int blocksize;      // block size in bytes
};

#endif
```

Source code of sdisk.cpp:

```
#include "sdisk.h"
#include <iostream>
#include <string>
#include <vector>
#include <fstream>

using namespace std;

/*
Class Sdisk
{
public :
    Sdisk(string diskname, int numberofblocks, int blocksize);
```

```

int getblock(int blocknumber, string& buffer);
int putblock(int blocknumber, string buffer);
int getnumberofblocks(); // accessor function
int getblocksize(); // accessor function
private :
string diskname;      // file name of software-disk
int numberofblocks;   // number of blocks on disk
int blocksize;        // block size in bytes
};
*/

Sdisk::Sdisk(string diskname, int numberofblocks, int blocksize){
    this->diskname = diskname;
    this->numberofblocks = numberofblocks;
    this->blocksize = blocksize;
    ifstream ifs;
    ifs.open(diskname.c_str(), ios::in);
    char x = ifs.get();
    if(ifs.good()){
        cout << diskname << " disk exists." << endl;
        ifs.close();
    }else{
        ifs.close();
        ofstream ofs;
        ofs.open(diskname.c_str(), ios::out);
        for(int i = 1; i <= (blocksize * numberofblocks); ++i){
            ofs << "#";
        }
        ofs.close();
    }
}

int Sdisk::getblock(int blocknumber, string& buffer){
    if(blocknumber > this->numberofblocks) return 0;
    ifstream ifs;
    ifs.open(this->diskname, ios::in);
    ifs.seekg(blocknumber * getblocksize());
    char c;
    for(int i = 0; i < getblocksize(); ++i){
        ifs.get(c);
        buffer += c;
    }
    ifs.close();
    return 1;
}

int Sdisk::putblock(int blocknumber, string buffer){
    if(blocknumber > this->numberofblocks) return 0;

```

```

        ofstream ofs;
        ofs.open(this->diskname.c_str(), ios::out | ios::in);
        ofs.seekp((blocknumber * blocksize));
        for(int i = 0; i < blocksize && i < buffer.length(); ++i){
            ofs.put(buffer[i]);
        }
        ofs.close();
        return 1;
    }

int Sdisk::getnumberofblocks(){ // accessor function
    return this->numberofblocks;
}

int Sdisk::getblocksize(){ // accessor function
    return this->blocksize;
}

```

Source code of lab2.cpp:

```

//lab2.cpp
//for lab 2 of CSE660
//by Huanqing Nong
//on April 24 2018

#include "sdisk.h"
//#include "sdisk.cpp"
#include <string>
#include <iostream>

using namespace std;

// You can use this to test your Sdisk class

int main()
{
    Sdisk disk1("test1",16,32);
    string block1, block2, block3, block4;
    for (int i=1; i<=32; i++) block1=block1+"1";
    for (int i=1; i<=32; i++) block2=block2+"2";
    disk1.putblock(4,block1);
    disk1.getblock(4,block3);
    cout << "Should be 32 1s : ";
    cout << block3 << endl;
    disk1.putblock(8,block2);
    disk1.getblock(8,block4);
    cout << "Should be 32 2s : ";
    cout << block4 << endl;;
}

```

Test output:

[illegible]