File Handling

Opening and Closing a File

1. Suitable name for the file

2. Data type and structure

3. Purpose

4. Opening method

Stream classes:

filebuf

fstreambase

ifstream

ofstream

fstream

File modes

ios :: app Append

ios :: ate Go to end-of-file

ios :: binary Binary file

ios :: in Open file for reading only

ios :: nocreate Open fails if the file does not exist

ios :: noreplace Open fails if the file already exist

ios :: out Open file for writing only

ios :: trunc Delete the contents of the file if it exists

Command Line Arguments