



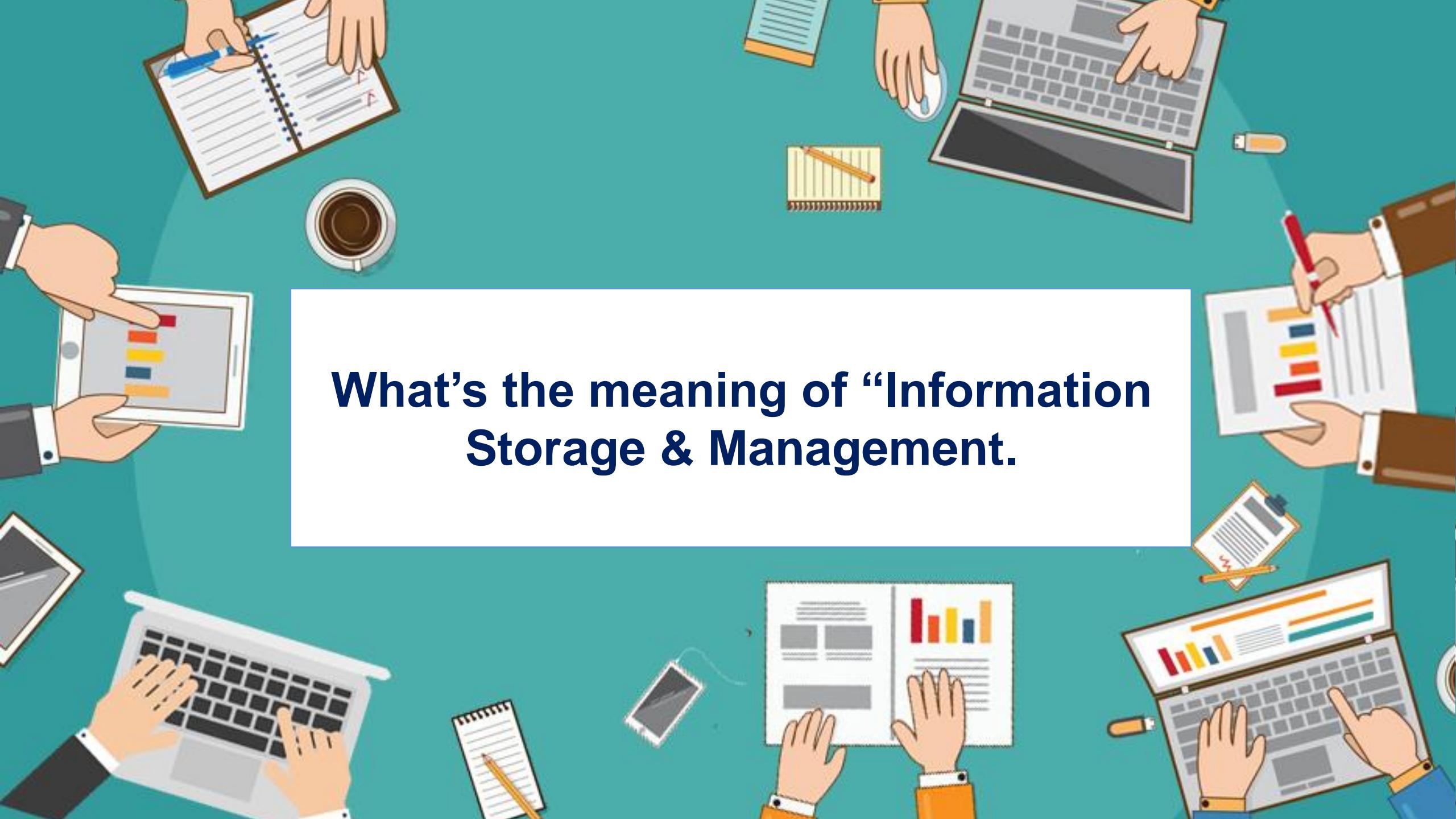
# Information Storage & Management

**“Lab 1”**

# Agenda



- ❑ What's the meaning of “Information Storage & Management.
- ❑ Technology that we will use?!!
- ❑ The Benefits of this technology.
- ❑ Start To work
  - 5 Steps to treat with files “C++”
  - Writing on files
  - Reading from files
  - Modes



**What's the meaning of “Information Storage & Management.**



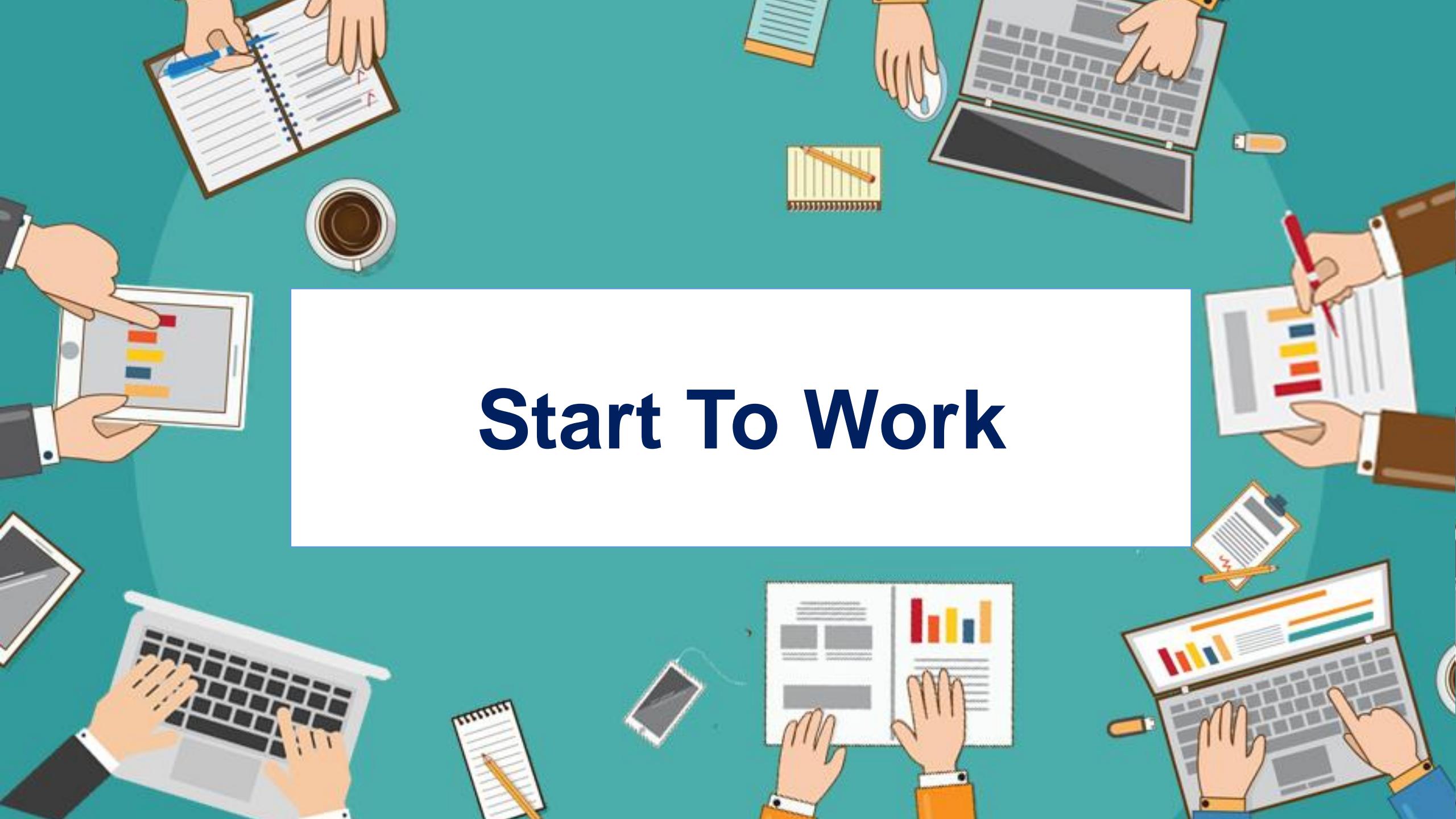
# **Technology that we will use?!!**

**“File Systems – C++ - Visual studio”**



**The Benefits of this technology.**

**Functions – OOP – files operation**



# Start To Work

# 5 steps to work with files



1. **Include header file <fstream>**
2. **Create object (ofstream –ifstream- fstream)**
3. **Open file**
4. **Do the operation on file**
5. **Close file**

# Writing on files



```
#include <iostream>
#include <fstream> //step 1
using namespace std;

int main()
{
    // step 2 create object to write
    ofstream file;
    // step 3 open file
    file.open("fileName.txt");
    // step 4 do operation in file
    file<<" Hello world ";
    // step 5 close file
    file.close();
    system("pause");
    return 0;
}
```

# Reading from files



```
#include <iostream>
#include <fstream> //step 1
#include <string>
using namespace std;
int main()
{
    // step 2 create object to read
    ifstream file;
    // step 3 open file
    file.open("fileName.txt");
    // step 4 do operation in file
    string s;
    file>>s;
    cout<<s<<endl;
    // step 5 close file
    file.close();
    system("pause");
    return 0;
}
```

# File access modes



## C++ file access modes

Mode	Meaning
<code>ios::in</code>	Open the file for input
<code>ios::out</code>	Open the file for output
<code>ios::ate</code>	Position file pointer (file window) at the end of file - by default it is positioned at the beginning of the file
<code>ios::app</code>	Open file for appending at end of file
<code>ios::trunc</code>	Discard existing contents when opening the file - this is the default for <code>ios::out</code>
<code>ios::binary</code>	Set data encoding to binary - the default is text



```
#include <iostream>
#include <fstream>
using namespace std;

int main()
{
    fstream file;
    file.open("fileName.txt",ios::app);
    file<< "another sentence" << endl;
    file.close();
    system("pause");
    return 0;
}
```

# Assignment



- 1- Write a program that writes an integer, a floating-point value, and a string to a text file.
- 2- Write a program that reads an integer, a floating-point value, and a string from a text file & prints the values to the user.
- 3- Write a C++ program that writes your own data to a text file closes this file & then reopen the file and appends more data in it again.



# THANKS!