

Streams

Object-Oriented Programming with C++

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- Streams introduced in C++
 - C I/O libraries still work
- Advantages of streams
 - Better type safety
 - Extensible
 - More object-oriented

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- Original C I/O used printf, scanf
- Streams introduced in C++
 - C I/O libraries still work
- Advantages of streams
 - Better type safety
 - Extensible
 - More object-oriented
- Disadvantages
 - More verbose
 - Might be slower
 - Turn off synchronization:
`std::ios::sync_with_stdio(false);`

C vs. C++

- C stdio operations work
 - Don't provide “object-oriented” features
 - No overloadable operators
- C++
 - Can overload inserters and extractors
- Moral
 - When converting C to C++, leave the I/O intact

What is a stream?

- Common logical interface to a device
 - One-dimension, unidirectional
 - Random access on file, but not on `std::cin/cout`



Stream naming conventions

	Input	Output	Header
Generic	istream	ostream	<iostream>
File	ifstream	ofstream	<fstream>
C string (legacy)	istrstream	ostrstream	<strstream>
C++ string	istringstream	ostringstream	<sstream>

Stream operations

- Extractors
 - Read a value from the stream
 - Overload the >> operator
- Inserters
 - Insert a value into a stream
 - Overload the << operator
- Manipulators
 - Change the stream state

Kinds of streams

- Text streams
 - Deal with ASCII text
 - Perform some characters translation
 - e.g.: newline -> actual OS file representation
 - Include
 - Files
 - Character buffers
- Binary streams
 - Binary data
 - No translation

Predefined streams

- **cin**
 - standard input
- **cout**
 - standard output
- **cerr**
 - unbuffered error (debugging) output
- **clog**
 - buffered error (debugging) output

Examples

```
#include <iostream>
int i; float f; char c;
char buffer[80];
```

- **Read the next character**

```
cin >> c;
```

- **Read an integer**

```
cin >> i; // skips whitespace
```

- **Read a float and a string separated by whitespace**

```
cin >> f >> buffer;
```

Predefined extractors

- `istream >> lvalue`

Expression type	input format	C I/O
<i>char</i>	Character	%c
<i>short, int</i>	Integer	%d
<i>long</i>	Long decimal integer	%ld
<i>float</i>	Floating point	%g
<i>double</i>	Double precision flp.	%lg
<i>char []</i>	String	%s
<i>void *</i>	Pointer	%p

- Extractors skip leading whitespace, in general

Defining a stream extractor

- Has to be a 2-argument free function
 - First argument is an `istream&`
 - Second argument is a *reference* to a value

```
istream& operator>>(istream& is, T& obj) {  
    // specific code to read obj  
    return is;  
}
```

Defining a stream extractor

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```
istream& operator>>(istream& is, T& obj) {  
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    return is;  
}
```

- Return an `istream&` for chaining

```
cin >> a >> b >> c;  
((cin >> a) >> b) >> c;
```

Other input operators

- `int get()`

- Returns the next character in the stream
- Returns EOF if no characters left
- Example: copy input to output

```
int ch;  
while ((ch = cin.get()) != EOF)  
    cout.put(ch);
```

- `istream& get(char& ch)`

- Reads the next character into argument
- Similar to `int get()`;

More input operators

- `get(char *buf, int limit, char delim='\n')`
 - Read up to `limit` characters, or to `delim`
 - Appends a null character to `buf`
 - Does not consume the delimiter
- `getline(char *buf, int limit, char delim='\n')`
 - Read up to `limit` characters, or to `delim`
 - Appends a null character to `buf`
 - Does consume the delimiter
- `ignore(int limit=1, int delim = EOF)`
 - Skip over `limit` characters or to delimiter
 - Skip over delimiter if found

More input operators

- `int gcount()`
 - **Returns number of characters just read**

```
char buffer[100];  
cin.getline(buffer, sizeof(buffer));  
cout << "read" << cin.gcount()  
      << " characters"
```
- `void putback(char c)`
 - **Pushes a single character back into the stream**
- `char peek()`
 - **Examines the next character without consuming it**

```
switch(cin.peek()) ...
```

Predefined inserters

- Usage

- `ostream << expression`

Expression type	Output format	C I/O
<i>char</i>	Character	%c
<i>short, int</i>	Integer	%d
<i>long</i>	Long decimal integer	%ld
<i>float</i>	Floating point	%g
<i>double</i>	Double precision flp.	%lg
<i>char []</i>	String	%s
<i>void *</i>	Pointer	%p

Creating a stream inserter

Creating a stream inserter

- Has to be a 2-argument free function
 - First argument is an `ostream&`
 - Second argument is any value

```
ostream& operator<<(ostream& os, const T& obj) {  
    // specific code to write obj  
    return os;  
}
```

- Return an `ostream&` for chaining

```
cout << a << b << c;  
((cout << a) << b) << c;
```

Other output operators

- `put (char)`

- Prints a single character

- Examples

```
cout.put ( 'a' );  
cerr.put ( '!' );
```

- `flush ()`

- Force output of stream contents

- Example

```
cout << "Enter a number";  
cout.flush();
```

Formatting using manipulators

- Manipulators modify the state of the stream
 - `#include <iomanip>`
 - Effects hold (usually)
- Example

```
int n;  
cout << "enter number in hexadecimal"  
      << endl;  
cin >> hex >> n;
```

Example

- A simple program

```
#include <iostream>
#include <iomanip>
int main() {
    cout << setprecision(2) << 1230.243 << endl;
    cout << setw(20) << "OK!";
    return 0;
}
```

- Prints

1.2e+03

OK!

Manipulators

Manipulator	Effect	Type
<i>dec, hex, oct</i>	Set numeric conversion	I, O
<i>endl</i>	Insert newline and flush	O
<i>flush</i>	Flush stream	O
<i>setw(int)</i>	Set field width	I, O
<i>setfill(ch)</i>	Change fill character	I, O
<i>setbase(int)</i>	Set number base	O
<i>ws</i>	Skip whitespace	I
<i>setprecision(int)</i>	Set floating point precision	O
<i>setiosflags(long)</i>	Turn on specified flags	I, O
<i>resetiosflags(long)</i>	Turn off specified flags	I, O

Creating manipulators

- You can define your own manipulators!

```
// skeleton for an output stream manipulator
ostream& manip(ostream& out) {
    ...
    return out;
}
ostream& tab(ostream& out) {
    return out << '\t';
}
cout << "Hello" << tab << "World!" << endl;
```

Stream flags control formatting

Flag	Purpose (when set)
<i>ios::skipws</i>	Skip leading white space
<i>ios::left, ios::right</i>	Justification
<i>ios::internal</i>	Pad between sign and value
<i>ios::dec, ios::oct, ios::hex</i>	Format for numbers
<i>ios::showbase</i>	Show base of number
<i>ios::showpoint</i>	Always show decimal point
<i>ios::uppercase</i>	Put base in uppercase
<i>ios::showpos</i>	Display + on positive numbers
<i>ios::scientific, ios::fixed</i>	Floating point format
<i>ios::unitbuf</i>	Flush on every write

Setting flags

- **Using manipulators**
 - `setiosflags(flags);`
 - `resetiosflags(flags);`
- **Using stream member functions**
 - `setf(flags);`
 - `unsetf(flags);`