

## Chapter 12

- Look At P.g 569 in book
- All Flags can set by `setf( )` , `unset( )`
- Manipulator ---> effect only data follow them
- Check input -----> `cin.good( )`  
`cin.clear( )`

Ex. While (true){

```
    Cin>>x;  
    If(cin.good( ))  
    { break; }  
    Cin.clear( );
```

}

`Cin.ignore (10,'/n')`---->read 10 characters only including  
'/n'

`Cin.unsetf( ios:: skipws)`---> this will make compiler read  
white spaces.

`File.getline(s,size of string);`

---> `write( )` or `read( )` -----> Deal with data in term byte

`File (reinterpret-cast<datatype>(datatype,arraysize*sizeof(  
datatype of array)`

➤ Overloading >> or << operator

In class definition---> friend istream&operator >> or <<

(istream&s, classname & obj ){

s>> obj.x;

}

In main----> Aclass obj;

Cin>> obj;