streamstates.cpp Page 1

```
#include <iostream>
#include <fstream>
* echo "This is some text" > input.txt
using namespace std;
int main() {
  ifstream fs("input.txt");
  if (fs) {
    cout << "ifstream is in a good state\n";</pre>
    //keep reading while state is good
    int count = 0;
    while(fs.good()) {
      string line;
      fs >> line;
      if (line.size() > 0) {
        ++count;
    }
    cout << "Read " << count << " words\n";</pre>
  if (fs.bad()) {
   cout << "ifstream is in a bad state\n";</pre>
  if (fs.fail()) {
   cout << "ifstream is in a fail state\n";</pre>
  if (fs.eof()) {
   cout << "ifstream is in an EOF state\n";</pre>
  cout << std::showbase << std::hex << (int)fs.rdstate() << "\n";</pre>
  fs.setstate(ios::eofbit);
  cout << std::showbase << std::hex << (int)fs.rdstate() << "\n";</pre>
  return 0;
```