Exercise – File I/O: Text Files

Exercise:

1. Implement a program that will allow a user to view and alter a text file from the command console. The program should do the following:
   a. Open a text file called "MyLog.txt", or create one if it doesn't exist.
   b. Ask the user if they want to display, write, or clear the file, or exit the program.
      i. Display: Print the contents of the file to the console.
      ii. Write: Ask the user for input and append whatever they write to the end of the file.
      iii. Clear: Erase the contents of the file by creating a new blank one in its place.
      iv. Exit: Close the program.
   c. After the user completes their selection, they should be prompted for what they want to do next, for example they could continue to write more lines to the file.
   d. The contents of the file should **not** be erased when the program starts, so something entered previously should still be viewable if the program is closed and restarted.

2. CHALLENGE: Add a save game system to your program:
   a. Create a SaveGame class which contains at least one int, one float, one bool, and one char*;
   b. Initialise these variables to starting values of your choice.
   c. Add a command so the user can save the values out to a file called "Save.txt" (overwrite it if it exists and create it if it doesn't).
   d. Add a command to read the save file and put the variables back into the SaveGame class. Then print them to the screen to show that it worked.
   e. Test this by editing the .txt file by hand and see if the new values get copied into the class.