

```
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[ ] MYFILE.CPP 4-[ ]
#include<iostream.h>
#include<fstream.h>
#include<conio.h>
#include<stdio.h>
class student
{
    int rn;
    char name[30];
public : void getdata()
{
    cout<<"Enter roll number : ";
    cin>>rn;
    cout<<"Enter name : ";
    gets(name);
}
void showdata()
{
    cout<<"Roll number is : "<<rn<<endl;
    cout<<"Name is : "<<puts(name)<<endl;
}
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```

```
File Edit Search Run Compile Debug Project Options Window Help  
[ ] MYFILE.CPP [ ]  
void write_file()  
{  
    student obj;  
    obj.getdata();  
    ofstream of1;  
    of1.open("rahul.dat", ios::binary | ios::app);  
    of1.write( (char *)&obj, sizeof(obj) );  
    of1.close();  
}  
void read_file()  
{  
    ifstream fi;  
    student obj;  
    fi.open("rahul.dat", ios::binary);  
  
    while(fi.read( (char *)&obj, sizeof(obj)))  
    {  
        obj.showdata();  
    }  
    fi.close();  
}  
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```

## Data File Handling In C++

File. The information / data stored under a specific name on a storage device, is called a file.

Stream. It refers to a sequence of bytes.

Text file. It is a file that stores information in ASCII characters. In text files, each line of text is terminated with a special character known as EOL (End of Line) character or delimiter character. When this EOL character is read or written, certain internal translations take place.

Binary file. It is a file that contains information in the same format as it is held in memory. In binary files, no delimiters are used for a line and no translations occur here.

## Classes for file stream operation

`ofstream`: Stream class to write on files

`ifstream`: Stream class to read from files

`fstream`: Stream class to both read and write from/to files.

## Opening a file

OPENING FILE USING CONSTRUCTOR

`ofstream fout("results"); //output only`

`ifstream fin("data"); //input only`

OPENING FILE USING `open()`

`Stream-object.open("filename", mode)`

`ofstream ofile;`

`ofile.open("data1");`

`ifstream ifile;`

`ifile.open("data2");`

File mode parameter

`ios::app`

`ios::ate`

`ios::binary`

`ios::in`

`ios::out`

`ios::nocreate`

`ios::noreplace`

`ios::trunc`

Meaning

Append to end of file

go to end of file on opening

file open in binary mode

open file for reading only

open file for writing only

open fails if the file does not exist

open fails if the file already exist

delete the contents of the file if it exist

All these flags can be combined using the bitwise operator OR (`|`). For example, if we want to open the file `example.bin` in binary mode to add data we could do it by the following call to member function `open()`:

```
fstream file;
file.open ("example.bin", ios::out | ios::app | ios::binary);
```

## Closing File

```
fout.close();
fin.close();
```

## INPUT AND OUTPUT OPERATION

**put()** and **get()** function

the function **put()** writes a single character to the associated stream. Similarly, the function **get()** reads a single character form the associated stream.

example :

```
file.get(ch);
file.put(ch);
```

**write()** and **read()** function

**write()** and **read()** functions write and read blocks of binary data.

example:

```
file.read((char *)&obj, sizeof(obj));
file.write((char *)&obj, sizeof(obj));
```

## ERROR HANDLING FUNCTION

### FUNCTION RETURN VALUE AND MEANING

<b>eof()</b>	returns true (non zero) if end of file is encountered while reading; otherwise return false(zero)
<b>fail()</b>	return true when an input or output operation has failed
<b>bad()</b>	returns true if an invalid operation is attempted or any unrecoverable error has occurred.
<b>good()</b>	returns true if no error has occurred.

## File Pointers And Their Manipulation

All i/o streams objects have, at least, one internal stream pointer:  
**ifstream**, like **istream**, has a pointer known as the **get** pointer that points to the element to be read in the next input operation.  
**ofstream**, like **ostream**, has a pointer known as the **put** pointer that points to the location where the next element has to be written.  
Finally, **fstream**, inherits both, the **get** and the **put** pointers, from **iostream** (which is itself derived from both **istream** and **ostream**).

These internal stream pointers that point to the reading or writing locations within a stream can be manipulated using the following member functions:

seekg()	moves get pointer(input) to a specified location
seekp()	moves put pointer (output) to a specified location
tellg()	gives the current position of the get pointer
tellp()	gives the current position of the put pointer

The other prototype for these functions is:

```
seekg(offset, reposition );
seekp(offset, reposition );
```

The parameter offset represents the number of bytes the file pointer is to be moved from the location specified by the parameter reposition. The reposition takes one of the following three constants defined in the ios class.

ios::beg	start of the file
ios::cur	current position of the pointer
ios::end	end of the file

example:

```
file.seekg(-10, ios::cur)
```

## **Basic Operation On Text File In C++**

### ***Program to write in a text file***

```
#include<fstream.h>
int main()
{
    ofstream fout;
    fout.open("out.txt");
    char str[300] = "Time is a great teacher but unfortunately it kills all its pupils.
Berlioz";
    fout<<str;
    fout.close();
    return 0;
}
```

### ***Program to read from text file and display it***

```
#include<fstream.h>
#include<conio.h>
int main()
{
    ifstream fin;
    fin.open("out.txt");
    char ch;
```

```
while(!fin.eof())
{
    fin.get(ch);
    cout<<ch;
}
fin.close();
getch();
return 0;
}
```

### ***Program to count number of characters.***

```
#include<iostream.h>
#include<conio.h>
int main()
{
    ifstream fin;
    fin.open("out.txt");
    clrscr();
    char ch; int count=0;
    while(!fin.eof())
    {
        fin.get(ch);
        count++;
    }
    cout<<"Number of characters in file is "<<count;
    fin.close();
    getch();
    return 0;
}
```

### ***Program to count number of words***

```
#include<iostream.h>
#include<conio.h>
int main()
{
    ifstream fin;
    fin.open("out.txt");
    char word[30]; int count=0;
    while(!fin.eof())
    {
```

```
    fin>>word;
    count++;
}
cout<<"Number of words in file is "<<count;
fin.close();
getch();
return 0;
}
```

### ***Program to count number of lines***

```
#include<iostream.h>
#include<conio.h>
int main()
{
    ifstream fin;
    fin.open("out.txt");
    char str[80]; int count=0;
    while(!fin.eof())
    {
        fin.getline(str,80);
        count++;
    }
    cout<<"Number of lines in file is "<<count;
    fin.close();
    getch();
    return 0;
}
```

### ***Program to copy contents of file to another file.***

```
#include<iostream.h>
int main()
{
    ifstream fin;
    fin.open("out.txt");
    ofstream fout;
    fout.open("sample.txt");
    char ch;
    while(!fin.eof())
    {
        fin.get(ch);
```

```

        fout<<ch;
    }
    fin.close();
    return 0;
}

Basic Operation On Binary File In C++

class student
{
    int admno;
    char name[20];
public:
    void getdata()
    {
        cout<<"\nEnter The admission no. ";
        cin>>admno;
        cout<<"\n\nEnter The Name of The Student ";
        gets(name);
    }
    void showdata()
    {
        cout<<"\nAdmission no. : "<<admno;
        cout<<"\nStudent Name : ";
        puts(name);
    }
    int retadmno()
    {
        return admno;
    }
};

```

### ***function to write in a binary file***

```

void write_data()
{
    student obj;
    ofstream fp2;
    fp2.open("student.dat",ios::binary|ios::app);
    obj.getdata();
}

```

```
    fp2.write((char*)&obj,sizeof(obj));
    fp2.close();
}

function to display records of file
void display()
{
    student obj;
    ifstream fp1;
    fp1.open("student.dat",ios::binary);
    while(fp1.read((char*)&obj,sizeof(obj)))
    {
        obj.showdata();
    }
    fp1.close();
}
```

***Function to search and display from binary file***

```
void search (int n)
{
    student obj;
    ifstream fp1;
    fp1.open("student.dat",ios::binary);
    while(fp1.read((char*)&obj,sizeof(obj)))
    {
        if(obj.retadmno()==n)
            obj.showdata();
    }
    fp1.close();
}
```

***Function to delete a record***

```
void deleterecord(int n)
{
    student obj;
    ifstream fp1;
    fp1.open("student.dat",ios::binary);
    ofstream fp2;
    fp2.open("Temp.dat",ios::out|ios::binary);
```

```

while(fp1.read((char*)&obj,sizeof(obj)))
{
    if(obj.retadmno!=n)
        fp2.write((char*)&obj,sizeof(obj));
}
fp1.close();
fp2.close();
remove("student.dat");
rename("Temp.dat","student.dat");
}

```

### **Function to modify a record**

```

void modifyrecord(int n)
{
    fstream fp;
    student obj;
    int found=0;
    fp.open("student.dat",ios::in|ios::out);
    while(fp.read((char*)&obj,sizeof(obj)) && found==0)
    {
        if(obj.retadmno()==n)
        {
            obj.showdata();
            cout<<"\nEnter The New Details of student";
            obj.getdata();
            int pos=-1*sizeof(obj);
            fp.seekp(pos,ios::cur);
            fp.write((char*)&obj,sizeof(obj));
            found=1;
        }
    }
    fp.close();
}

```