Object-oriented Programming

Week 10 | Lecture 3

Writing objects to file

```cpp
class Employee
{
    char* name;
    int age;

    public:
    Employee() { }

    Employee (char* n, int a)
    { name = n; age = a; }

    void display()
    { cout <<  name << " & " << age << endl; }
}
```

Example (cont'd)

```cpp
int main( )
{
    Employee  e1("Ahsan", 12400);
    Employee e2("Ali", 13500);

    ofstream os("myfile.txt", ios::app);
    os.write((char*)&e1, sizeof(e1));
    os.write((char*) & e2, sizeof(e2));
    os.close( );
}
```

Reading objects from a file

- We can read objects from a file using the ifstream member function read(char*, int)

- We can read an object and save it in an object declared beforehand

Example

```
int main( )
{
    Employee e;

    ifstream is("myfile.txt");
    is.read((char*)&e, sizeof(e));
    // use the object as you like
    is.close( );
}
```

Important Point

- To write/read objects to a file correctly, make sure your class has char array instead of string to store sequence of characters