## Input/output

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## Formatted output



## Formatted output

- cout uses default formatting
- Possible: pad a number, use limited precision, format as hex/base2, etc
- Many of these output modifiers need

#include <iomanip>



## **Default unformatted output**

#### Code:

```
for (int i=1; i<200000000; i*=10)
  cout << "Number: " << i << endl;
cout << endl;</pre>
```

# Output [io] cunformat:

Number: 1 Number: 10 Number: 100 Number: 1000 Number: 10000 Number: 100000 Number: 1000000 Number: 10000000 Number: 10000000



## Reserve space

You can specify the number of positions, and the output is right aligned in that space by default:

#### Code:

```
#include <iomanip>
using std::setw;
  /* ... */
  cout << "Width is 6:" << endl;</pre>
  for (int i=1; i<200000000; i*=10)
    cout << "Number: "
         << setw(6) << i << endl;
  cout << endl:
  // 'setw' applies only once:
  cout << "Width is 6:" << endl:</pre>
  cout << ">"
       << setw(6) << 1 << 2 << 3 <<
    endl:
  cout << endl;</pre>
```

# Output [io] width:

```
Width is 6:

Number: 1

Number: 100

Number: 1000

Number: 10000

Number: 100000

Number: 1000000

Number: 10000000

Number: 10000000

Number: 100000000

Number: 100000000
```

Width is 6: . 123



## **Padding character**

Normally, padding is done with spaces, but you can specify other characters:

### Code:

# Output [io] formatpad:

Number: ....1
Number: ...10
Number: ...100
Number: ..1000
Number: .10000
Number: 100000
Number: 1000000
Number: 10000000
Number: 100000000

Note: single quotes denote characters, double quotes denote strings.



## Left alignment

Instead of right alignment you can do left:

#### 

# Output [io] formatleft:



### Number base

Finally, you can print in different number bases than 10:

Code:

Output

```
Code:
```

```
#include <iomanip>
using std::setbase;
using std::setfill;
   /* ... */
   cout << setbase(16) << setfill(' ');
   for (int i=0; i<16; i++) {
      for (int j=0; j<16; j++)
           cout << i*16+j << " ";
      cout << endl;
}</pre>
```

# Output [io] format16:

```
0 1 2 3 4 5 6 7 8 9 a b c d e f
10 11 12 13 14 15 16 17 18 19 13
20 21 22 23 24 25 26 27 28 29 28
30 31 32 33 34 35 36 37 38 39 38
40 41 42 43 44 45 46 47 48 49 48
50 51 52 53 54 55 56 57 58 59 58
60 61 62 63 64 65 66 67 68 69 68
70 71 72 73 74 75 76 77 78 79 78
80 81 82 83 84 85 86 87 88 89 88
90 91 92 93 94 95 96 97 98 99 98
a0 a1 a2 a3 a4 a5 a6 a7 a8 a9 a
b0 b1 b2 b3 b4 b5 b6 b7 b8 b9 ba
c0 c1 c2 c3 c4 c5 c6 c7 c8 c9 c
d0 d1 d2 d3 d4 d5 d6 d7 d8 d9 d3
e0 e1 e2 e3 e4 e5 e6 e7 e8 e9 ea
f0 f1 f2 f3 f4 f5 f6 f7 f8 f9 f3
```

## Exercise 1

Make the first line in the above output align better with the other lines:

```
00 01 02 03 04 05 06 07 08 09 0a 0b 0c 0d 0e 0f 10 11 12 13 14 15 16 17 18 19 1a 1b 1c 1d 1e 1f 20 21 22 23 24 25 26 27 28 29 2a 2b 2c 2d 2e 2f etc
```



### Exercise 2

Use integer output to print real numbers aligned on the decimal:

```
Code: Output
```

Use four spaces for both the integer and fractional part; test only with numbers that fit this format.



### Hexadecimal

Hex output is useful for pointers (chapter ??):

```
int i;
cout << "address of i, decimal: "</pre>
```

#### Back to decimal:

```
cout << hex << i << dec << j;</pre>
```

# Output [pointer] coutpoint:

```
address of i, decimal: 14073274 address of i, hex : 0x7ffee5
```



Code:

## Floating point formatting



## Floating point precision

Use setprecision to set the number of digits before and after decimal point:

```
Code:
#include <iomanip>
using std::left;
                                          1.235
using std::setfill;
                                          12.35
using std::setw;
                                          123.5
using std::setprecision;
                                           1235
  /* ... */
  x = 1.234567;
  for (int i=0; i<10; i++) {
    cout << setprecision(4) << x <<</pre>
    endl:
    x *= 10:
```

#### Output [io] formatfloat:

```
1.235e+04
1.235e+05
1.235e+06
1.235e+07
1.235e+08
1.235e+09
```

(Notice the rounding)



## Fixed point precision

Fixed precision applies to fractional part:

```
Code:
                                            Output
                                            [io] fix:
x = 1.234567;
cout << fixed;</pre>
                                             1.2346
for (int i=0; i<10; i++) {
                                             12.3457
  cout << setprecision(4) << x << endl;</pre>
                                             123.4567
  x *= 10;
                                             1234.5670
                                             12345.6700
                                             123456.7000
                                             1234567.0000
                                             12345670.0000
                                             123456700.0000
                                             1234567000.0000
```



## Aligned fixed point output

Combine width and precision:

```
Code:
                                            Output
                                            [io] align:
  x = 1.234567;
  cout << fixed;</pre>
                                                 1.2346
  for (int i=0; i<10; i++) {
                                                12.3457
    cout << setw(10) << setprecision(4)</pre>
                                               123.4567
     << x
                                              1234.5670
          << endl;
                                            12345.6700
    x *= 10:
                                            123456.7000
                                            1234567.0000
                                            12345670.0000
                                            123456700.0000
                                            1234567000.0000
```



### Scientific notation

```
cout << "Combine width and precision:" << endl;
x = 1.234567;
cout << scientific;
for (int i=0; i<10; i++) {
   cout << setw(10) << setprecision(4) << x << endl;
   x *= 10;
}</pre>
```



## Output

#### Combine width and precision:

- 1.2346e+00
- 1.2346e+01
- 1.2346e+02
- 1.2346e+03
- 1.2346e+04
- 1.2346e+05
- 1.2346e+06
- 1.2346e+07
- 1.2346e+08
- 1.2346e+09



## File output



## Text output to file

Streams are general: work the same for console out and file out.

```
#include <fstream>
Use:
Code:
                                          Output
                                          [io] fio:
#include <fstream>
using std::ofstream;
                                          echo 24 | ./fio ; \
  /* ... */
                                            cat fio_example.out
  ofstream file_out;
                                          A number please:
  file_out.open("fio_example.out");
                                          Written.
  /* ... */
                                          24
  file_out << number << endl;</pre>
  file_out.close();
```



# Binary output

#### Code:

```
ofstream file_out;
file_out.open
  ("fio_binary.out",ios::binary);
/* ... */
file_out.write( (char*)(&number),4);
```

# Output [io] fiobin:

```
echo 25 | ./fiobin ; \
   od fio_binary.out
A number please: Written.
0000000 000031 000000
0000004
```



### Cout on classes



### Redefine less-less

If you want to output a class that you wrote yourself, you have to define how the << operator deals with your class.

```
class container {
  /* ... */
  int value() const {
  /* ... */
  /* ... */
ostream & operator << (ostream & os, const container & i) {
  os << "Container: " << i.value():
  return os;
}:
  /* ... */
  container eye(5);
  cout << eye << endl;</pre>
```

