## Input/output

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COE 322 Fall 2021



# Formatted output



# 1. Formatted output

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

#include <iomanip>



# 2. 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: 100000000
Number: 100000000
```



# 3. 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:
  cout << ">"
       << setw(6) << 1 << 2 << 3 <<
    endl:
  cout << endl;
```

```
Output
[io] width:
Width is 6:
Number: 1
Number: 10
Number: 100
Number: 1000
Number: 10000
Number: 100000
Number: 1000000
Number: 10000000
Number: 100000000
Width is 6:
     123
```

# 4. Padding character

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

```
Output
[io] formatpad:

Number: ....1

Number: ...100

Number: ..1000

Number: .10000

Number: 100000

Number: 1000000

Number: 10000000

Number: 100000000

Number: 100000000
```

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



# 5. Left alignment

Instead of right alignment you can do left:

```
Output
[io] formatleft:

Number: 1....
Number: 100...
Number: 1000..

Number: 10000.

Number: 100000

Number: 1000000

Number: 1000000

Number: 10000000

Number: 10000000
```



### 6. Number base

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

```
Output
[io] format16:
0 1 2 3 4 5 6 7 8 9 a
     bcdef
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
30 31 32 33 34 35 36
    37 38 39 3a 3b 3c
     3d 3e 3f
40 41 42 43 44 45 46
    47 48 49 4a 4b 4c
     4d 4e 4f
50 51 52 53 54 55 56
    57 58 59 5a 5b 5c
```

60 61 62 63 64 65 66

5d<sub>C</sub>5e<sub>3</sub>5f<sub>COE 322 Fall 2021—8</sub>



## 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:

```
Output
[io] quasifix:

1.5

12.32

123.456

1234.5678
```

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



### 7. Hexadecimal

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

```
Output
[pointer] coutpoint:

address of i, decimal
    : 140732704635892

address of i, hex
    : 0x7ffee2de3bf4
```

#### Back to decimal:

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



# Floating point formatting



# 8. Floating point precision

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

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

```
Output
[io] formatfloat:
1.235
12.35
123.5
1235
1.235e+04
1.235e+05
1.235e+06
1.235e+07
1.235e+08
1.235e+09
```

This mode is a mix of fixed and floating point. See the scientific option below for consistent use of floating point format.



# 9. Fixed point precision

Fixed precision applies to fractional part:

```
Code:
x = 1.234567;
cout << fixed;
for (int i=0; i<10; i++) {
   cout << setprecision(4) << x << endl
   ;
   x *= 10;
}</pre>
```

```
Output
[io] fix:
1.2346
12.3457
123.4567
1234,5670
12345.6700
123456.7000
1234567.0000
12345670.0000
123456700.0000
1234567000.0000
```

(Notice the rounding)



# 10. Aligned fixed point output

Combine width and precision:

```
Output
[io] align:
    1.2346
   12.3457
  123 4567
 1234.5670
12345.6700
123456.7000
1234567.0000
12345670.0000
123456700.0000
1234567000.0000
```



### 11. Scientific notation

Combining width and precision:

```
Output
[io] iofsci:
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



# 12. Text output to file

The *iostream* is just one example of a stream: general mechanism for converting entities to exportable form. In particular: file output works the same as screen output.

Use:

```
Code:
#include <fstream>
using std::ofstream;
  /* ... */
  ofstream file_out;
  file_out.open("fio_example.out");
  /* ... */
  file_out << number << endl;
  file_out.close();</pre>
```

```
Output
[io] fio:
echo 24 | ./fio ; \
cat
fio_example.out
A number please:
Written.
24
```

Compare: cout is a stream that has already been opened to your terminal 'file'.



# 13. Binary output

Binary output: write your data byte-by-byte from memory to file. (Why is that better than a printable representation?)

```
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 (for future reference)



### 14. 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>
```

