### Input/output

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# 1. I/O, what's it about?

Input: getting data from keyboard or file into your program.

Output: getting data from your program to screen or file.



## The fmtlib library



# 2. Simple example

The basic usage is:

```
format("string {} brace expressions",2);
```

Format string, and arguments.



# 3. Displaying the format result

```
auto s = std::format( /* formatting stuff */ );
cout << s.str() << '\n';</pre>
```



# 4. Right align

#### Right-align specifier:

```
Code:
1 // io/fmtlib.cpp
2    for (int i=10; i<2000000000;
        i*=10)
3    fmt::print("{:>6}\n",i);
```

```
Output:
    10
   100
  1000
10000
100000
1000000
10000000
100000000
1000000000
1410065408
1215752192
```



## 5. Padding character

Other than space for padding:

```
Code:
1 // io/fmtlib.cpp
2    for (int i=10; i<2000000000;
        i*=10)
3    fmt::print("{0:.>6}\n",i);
```

```
Output:
....10
...100
..1000
.10000
100000
1000000
10000000
100000000
1000000000
1410065408
1215752192
```



#### 6. Number bases

```
Code:

1 // io/fmtlib.cpp
2    fmt::print
3    ("{0} = {0:b} bin\n",17);
4    fmt::print
5    (" = {0:o} oct\n",17);
6    fmt::print
7    (" = {0:x} hex\n",17);
```

```
Output:

17 = 10001 bin

= 21 oct

= 11 hex
```

#### 7. Float and fixed

Floating point or normalized exponential fixed: use decimal point if it fits

```
Code:
1 // io/fmtfloat.cpp
2  x = 1.234567;
3  for (int i=0; i<6; ++i) {
4    fmt::print
5    ("{0:.3e}/{0:7.4}\n",x);
6    x *= 10;
7  }</pre>
```

```
Output:

1.235e+00/ 1.235

1.235e+01/ 12.35

1.235e+02/ 123.5

1.235e+03/ 1235

1.235e+04/1.235e+04

1.235e+05/1.235e+05
```



## Formatted stream output



## 8. Formatted output

From iostream: cout uses default formatting.

Possible manipulation in iomanip header: pad a number, use limited precision, format as hex, etc.



## 9. Default unformatted output

```
Code:

1 // io/io.cpp

2 for (int i=1; i<200000000; i*=10)

3 cout << "Number: " << i << '\n';
```

```
Output:

Number: 1

Number: 10

Number: 100

Number: 1000

Number: 10000

Number: 100000

Number: 1000000

Number: 1000000

Number: 10000000

Number: 10000000
```



## 10. Reserve space

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

```
Code:
1 // io/width.cpp
2 #include <iomanip>
3 using std::setw;
4 /* ... */
5 cout << "Width is 6:" << '\n';</pre>
6 for (int i=1; i<200000000; i*=10)
    cout << "Number: "
           << setw(6) << i << '\n':
   cout << '\n':
10
   // `setw' applies only once:
12
  cout << "Width is 6:" << '\n':
  cout << ">"
13
         << setw(6) << 1 << 2 << 3 <<
14
       '\n':
    cout << '\n';
15
```

```
Output:
Width is 6:
Number:
Number: 10
Number: 100
Number: 1000
Number: 10000
Number: 100000
Number: 1000000
Number: 10000000
Number: 100000000
Width is 6:
     123
```



## 11. Padding character

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

```
      Output:

      Number:
      ....1

      Number:
      ...10

      Number:
      ..100

      Number:
      .1000

      Number:
      100000

      Number:
      1000000

      Number:
      10000000

      Number:
      100000000

      Number:
      100000000
```

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



## 12. Left alignment

Instead of right alignment you can do left:

```
Output:

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



#### 13. Number base

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

```
Code:

1 // io/format16.cpp
2 #include <iomanip>
3 using std::setbase;
4 using std::setfil1;
5 /* ... */
6 cout << setbase(16)
7 << setfill('');
8 for (int i=0; i<16; ++i) {
9 for (int j=0; j<16; ++j)
10 cout << i*16+j << " ";
11 cout << '\n';
12 }
```

```
Output:

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 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 5d 5e 5f
60 61 62 63 64 65 66 67 68 69 6a 6b 6c 6d 6e 6f
70 71 72 73 74 75 76 77 78 79 7a 7b 7c 7d 7e 7f
80 81 82 83 84 85 86 87 88 89 8a 8b 8c 8d 8e 8f
90 91 92 93 94 95 96 97 98 99 9a 9b 9c 9d 9e 9f
```

## 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:

1 // io/quasifix.cpp
2 string quasifix(double);
3 int main() {
4 for ( auto x : { 1.5, 12.32, 123.456, 1234.5678 } )
5 cout << quasifix(x) << '\n';
```

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



#### 14. Hexadecimal

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

```
Output:

address of i, decimal:
    140732703427524

address of i, hex :
    0x7ffee2cbcbc4
```

#### Back to decimal:

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



Floating point formatting



# 15. Floating point precision

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

```
Code:
1 // io/formatfloat.cpp
2 #include <iomanip>
3 using std::left;
4 using std::setfill;
5 using std::setw;
6 using std::setprecision;
   /* ... */
x = 1.234567;
9 for (int i=0; i<10; ++i) {</pre>
      cout << setprecision(4) << x <<</pre>
       '\n':
      x *= 10:
11
12
    }
```

```
Output:

1.235
12.35
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.



## 16. Fixed point precision

Fixed precision applies to fractional part:

```
Output:

1.2346
12.3457
123.4567
1234.5670
12345.6700
123456.7000
1234567.0000
12345670.0000
123456700.0000
123456700.0000
```

(Notice the rounding)



## 17. Aligned fixed point output

#### Combine width and precision:

```
0utput:

1.2346

12.3457

123.4567

1234.5670

12345.6700

123456.7000

1234567.0000

12345670.0000

123456700.0000

123456700.0000
```



#### 18. Scientific notation

#### Combining width and precision:

```
Output:

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+08
```



## File output



## 19. Text output to file

Use:

```
Output:

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'.



# 20. Binary output

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



Cout on classes (for future reference)



#### 21. 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.

```
// stl/ostream.cpp
class container {
    /* ... */
  int value() const {
   /* ... */
  }:
    /* ... */
ostream & operator << (ostream & os, const container & i) {
  os << "Container: " << i.value();
  return os;
};
    /* ... */
  container eye(5);
  cout << eye << '\n';
```

