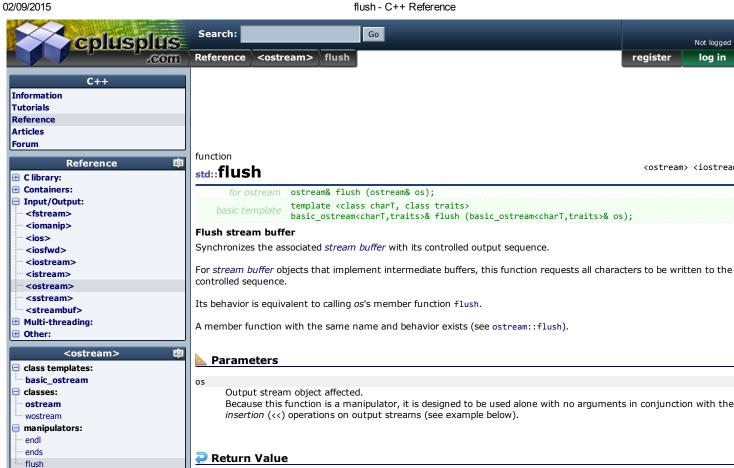
flush - C++ Reference

<ostream>



Engineering Consultant 🗐 Development of hardware a. software for military and industrial

basic template

Output stream object affected.

Because this function is a manipulator, it is designed to be used alone with no arguments in conjunction with the insertion (<<) operations on output streams (see example below).

basic_ostream<charT,traits>& flush (basic_ostream<charT,traits>& os);

즫 Return Value

Argument os.

Errors are signaled by modifying the internal state flags of os:

Go

ostream& flush (ostream& os);

template <class charT, class traits>

flag	error
eofbit	-
failbit	May be set if the construction of a sentry object failed.
	The synchronization operation failed (including if the function catches an exception thrown by an internal
	operation).
	When set, the integrity of the stream may have been affected.

Multiple flags may be set on os by a single operation.

If the operation sets an internal state flag of os that was registered using its member exceptions, the function throws an exception of type ios_base::failure.

Example

```
// Flushing files (flush manipulator)
  #include <ostream>
                           // std::flush
 3 #include <fstream>
                           // std::ofstream
  int main () {
    std::ofstream outfile ("test.txt");
    for (int n=0; n<100; n++)
10
      outfile << n << std::flush;
11
    outfile.close();
13
14
     return 0;
15 }
```

This program requests test.txt to be flushed 100 times.

Data races

Concurrent access to the same stream object may cause data races, except for the standard stream objects (cout, cerr, clog, wcout, wcerr and wclog) when these are synchronized with stdio (in this case, no data races are initiated, although no guarantees are given on the order in which characters from multiple threads are inserted).

Exception safety

Basic guarantee: if an exception is thrown, os is in a valid state.

http://www.cplusplus.com/reference/ostream/flush-free/

Not logged in

log in

<ostream> <iostream>

register

It throws an exception of member type failure if the resulting *error state flag* of *os* is not goodbit and member exceptions was set to throw for that state.

Any exception thrown by an internal operation is caught and handled by the function, setting *os*'s badbit. If badbit was set on the last call to exceptions for *os*, the function rethrows the caught exception.

🞐 See also

endl	Insert newline and flush (function)	
ostream::flush	Flush output stream buffer (public member function)	

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