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C++

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Reference

C library:
Containers:
Input/Output:
<fstream>
<iomanip>
<ios>
<iosfwd>
<iostream>
<istream>
<ostream>
<sstream>
<streambuf>
Multi-threading:
Other:

<fstream>

class templates:

basic_filebuf
basic_fstream
basic_ifstream
basic_ofstream

classes:

filebuf
fstream
ifstream
ofstream
wfilebuf
wfstream
wifstream
wofstream

filebuf

filebuf::filebuf
filebuf::~~filebuf

public members:

filebuf::close
filebuf::is_open
filebuf::open
filebuf::operator=
filebuf::swap

protected virtual members:

filebuf::imbue
filebuf::overflow
filebuf::pbackfail
filebuf::seekoff
filebuf::seekpos
filebuf::setbuf
filebuf::showmanyc
filebuf::sync
filebuf::uflow
filebuf::underflow

non-member overloads:

swap (filebuf)

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public member function

std::**filebuf::~~filebuf** <fstream>

virtual ~filebuf();

Destruct object
Destroys the object.

Before being destroyed, member function `close` is automatically called.

Data races
The object is modified.

Exception safety
No-throw guarantee: never throws exceptions (any exception thrown by an internal operation is caught by the constructor and not rethrown).

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