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Reference

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stringbuf

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protected virtual member function

std::stringbuf::overflow
<sstream>

```
int overflow (int c = EOF);
```

**Put character**

Writes *c* to the current position of the *put pointer* (*pptr*), and advances that pointer one position forward.

If there are no positions available and the *stringbuf* object was constructed with *ios\_base::out*, the function first attempts to make more write positions available, reallocating the internal buffer if necessary: this may modify the pointers to both the input and output controlled sequences (up to all six of *eback*, *gptr*, *egptr*, *pbase*, *pptr*, *eptr*).

The function may also reallocate the buffer to make it larger on any call to this function, even if there are still write positions available (although it is not required to).

If *c* is *EOF*, no characters are written and the *put pointer* (*pptr*) is not advanced, but the function may still reallocate as described above (although it is not required to).

This virtual function is called by public member functions such as *sputc* to put a character when there are no writing positions available at the *put pointer* (*pptr*).

**Parameters**

c

Character to write.  
If this is *EOF*, no characters are written and the *put pointer* (*pptr*) is not advanced, but other effects may apply.

**Return Value**

In case of success, a value other than *EOF* is returned: If character *c* was successfully written, *c* is returned. Otherwise, it returns *EOF* to signal failure.

**Data races**

Modifies the *stringbuf* object.  
Concurrent access to the same object may cause data races.

**Exception safety**

**Basic guarantee:** if an exception is thrown, the object is in a valid state.

**See also**

<b>stringstream::sputc</b>	Store character at current put position and increase put pointer ( <a href="#">public member function</a> )
<b>stringbuf::underflow</b>	Get character ( <a href="#">protected virtual member function</a> )

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