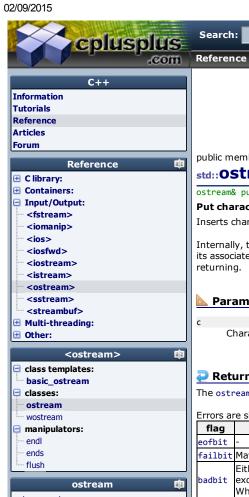
Go

ostream \ put





public member function

std::Ostream::put

<ostream>

<ostream> <iostream>

register

Not logged in

log in

ostream& put (char c);

Put character

Inserts character c into the stream.

Internally, the function accesses the output sequence by first constructing a sentry object. Then (if good), it inserts c into its associated stream buffer object as if calling its member function sputc, and finally destroys the sentry object before returning.

Parameters

Character to write.

Return Value

The ostream object (*this).

Errors are signaled by modifying the internal state flags:

flag	error
eofbit	-
failbit	May be set if the construction of sentry failed.
badbit	Either the insertion on the stream failed, or some other error happened (such as when this 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 by a single operation.

If the operation sets an internal state flag that was registered with member exceptions, the function throws an exception of member type failure.

Example

```
// typewriter
                                                                #include <iostream>
                            // std::cin, std::cout
  #include <fstream>
                            // std::ofstream
  int main () {
    std::ofstream outfile ("test.txt");
     std::cout << "Type some text (type a dot to finish):\n";</pre>
10
     do {
      ch = std::cin.get();
      outfile.put(ch);
13
     } while (ch!='.');
14
15
     return 0;
16 }
```

This example writes to a file everything the user types until a dot (.) is typed.

Data races

Modifies the stream object.

Concurrent access to the same stream object may cause data races, except for the standard stream objects (cout, cerr, clog) 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, the object is in a valid state.

It throws an exception of member type failure if the resulting error state flag 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 badbit. If badbit was set on the last call to exceptions, the function rethrows the caught exception.

