

Text File IO

Class 17

Programs That Read from Files

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- cannot back up

Programs That Read from Files

- the open function places the read marker at the first byte of the file
- as data are extracted from the file, the read marker is advanced toward the end of the file
- cannot back up
- if data are numeric, use stream extraction
input file >> value;
- if data are strings, use getline to read an entire line
getline (input file, a string);
- see program 5-19, which uses getline because it's reading strings

End of File

- a file may contain a little data
- or **a lot**
- typically we don't know how many lines of data a file contains
- the stream extraction operator `>>` **returns a value**
- it returns **true** if the read was successful
- it returns **false** if the read was not successful
- this allows us to control a while loop with the extraction operator
- see program 5-22

File Open Errors

- there are various conditions that may cause an **open** function to fail
 - attempt to read a file that does not exist
 - attempt to write (create) a file without OS permissions in that directory
 - attempt to write (create) a file on a disk that's full

File Open Errors

- there are various conditions that may cause an open function to fail
 - attempt to read a file that does not exist
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- in general, always need to **check** whether the open function succeeded
- When the file open causes error, the `fail()` function returns true

```
input_file.open(filename);  
if (input_file.fail() == false)  
{  
    ...  
}
```

A More Realistic Example

- the examples shown so far have been relatively simplistic
- as a more realistic example, consider a file structured as shown below
- for use as input to a program to generate phone plan invoices

Rachel Carson

12.3

Aldo Leopold

7.25

Farley Mowat

1.23

Omitted

- we are using C++11
- therefore the top half of page 288 is irrelevant
- expunge those old C-strings whenever you can!

getline and Stream Extraction

- you are familiar with stream extraction \gg that skips whitespace and **stops at** either
 - whitespace
 - a character not valid for the variable being read (e.g., a decimal point for an integer)

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 - whitespace
 - a character not valid for the variable being read (e.g., a decimal point for an integer)
- you are familiar with getline that reads a string from the current position to the newline, skips the newline, and positions the read marker at the beginning of the next line
- there is no problem with a getline followed by a stream extraction, but
- stream extraction followed by a getline cause major problems

Data Files

- consider a data file that has alternating lines of data
- the first line consists of name
- the second line has numbers

B	o	b	\n	
4	7	2	9	\n
A	n	n	e	\n
1	2	3	\n	

Getline and Stream Extraction

- we use `getline` for the first name
- no problem, the read marker reads B-o-b
- skips *newline*
- points at 4 in the next line

B	o	b	\n	
4	7	2	9	\n
A	n	n	e	\n
1	2	3	\n	

Getline and Stream Extraction

- we now use stream extraction \gg for the number
- no problem, we read 4-7-2-9 and the read marker ends on the *newline*

B	o	b	\n	
4	7	2	9	\n
A	n	n	e	\n
1	2	3	\n	

Getline and Stream Extraction

- now we want to use getline again to read Anne
- but the read marker is on the newline at the end of 4729
- getline reads until the next newline **but it's already on a newline**
- so it reads **0 characters**, skips the newline, and puts the read marker on the A of Anne

B	o	b	\n	
4	7	2	9	\n
A	n	n	e	\n
1	2	3	\n	

Getline and Stream Extraction

- now everything is in disarray
- we're ready to read an integer
- but the read marker is on a character

B	o	b	\n	
4	7	2	9	\n
A	n	n	e	\n
1	2	3	\n	

Getline and Stream Extraction

- solution: after extraction \gg , we have to **skip over** the newline
- to read up to and skip over the newline, `stream.ignore()`

```
string name;  
int number;  
  
getline(file_stream, name);  
file_stream >> number;  
stream.ignore(); // to skip the newline  
getline(file_stream, name);  
file_stream >> number;
```