

The State of the Stream

Are there tools we can use in C++ which allow us to check the current condition of the stream? Flags answer this question.

Flags represent the state of the stream `stream`. The methods for dealing with these flags need the header `<iostream>`.

| Flag | Query of the flag | Description |
|--------------------------------|----------------------------|---------------------|
| <code>std::ios::goodbit</code> | <code>stream.good()</code> | No bit set |
| <code>std::ios::eofbit</code> | <code>stream.eof()</code> | end-of-file bit set |
| <code>std::ios::failbit</code> | <code>stream.fail()</code> | Error |
| <code>std::ios::badbit</code> | <code>stream.bad()</code> | Undefined behaviour |

State of a stream

Here are examples for conditions causing the different states of a stream:

`std::ios::eofbit`:

- Reading beyond the last valid character.

`std::ios::failbit`:

- False formatted reading.
- Reading beyond the last valid character.
- Opening of a file went wrong.

`std::ios::badbit`:

- The size of the stream buffer cannot be adjusted.
- The code conversion of the stream buffer went wrong.
- A part of the stream threw an exception.

`stream.fail()`:

- returns whether `std::ios::failbit` or `std::ios::badbit` is set.

The state of a stream can be read and set in the following ways:

`stream.clear()`:

Initializes the flags and sets the stream in the `goodbit` state.

`stream.clear(sta)`:

Initializes the flags and sets the stream `sta` state.

`stream.rdstate()`:

Returns the current state.

`stream.setstate(fl原因a)`:

Sets the additional flag `fla`.

Operations on a stream only work if the stream is in the `goodbit` state. If the stream is in the `badbit` state, when cannot set it to the `goodbit` state.

```
#include <ios>
#include <iostream>

int main(){

    std::cout << std::boolalpha << std::endl;

    std::cout << "In failbit-state: " << std::cin.fail() << std::endl;

    std::cout << std::endl;

    int myInt;
    while (std::cin >> myInt){
        std::cout << "Output: " << myInt << std::endl;
        std::cout << "In failbit-state: " << std::cin.fail() << std::endl;
        std::cout << std::endl;
    }

    std::cout << "In failbit-state: " << std::endl;
    std::cin.clear();
    std::cout << "In failbit-state: " << std::cin.fail() << std::endl;

    std::cout << std::endl;

}
```



State of a stream

The input of the character `a` causes the stream `std::cin` to be in `std::ios::failbit` state. Therefore `a` and `std::cin.fail()` cannot be displayed. First, we have to initialize the stream `std::cin`.

In the next lesson, we'll learn how we can set our own preferences for the input and output operators.