***read()* and *write()*.**

***read()*** and ***write()*** are *binary* input/output functions.

***1.read()***

This binary function is used to perform *file input operation* i.e. to read the objects stored in a file.

Syntax

**read((char \*) & ob,sizeof(ob));**

We can access the binary input ***read()*** function using an object of ***ifstream*** or ***fstream*** class. Looking at the syntax of this function, ***ob*** is an object of class which will be read from a file.

***2.Write()***

This binary function is used to perform *file output operation* i.e. to write the objects to a file, which is stored in the computer memory in a **binary form**.

Syntax

Write((char \*) &ob,sizeof(ob));

We can access this binary output ***write()*** function using an object of ***ofstream*** or ***fstream*** class. Looking at the syntax of this function, ***ob*** is an object of class which will be write to a file.*Only the data member of an object are written and not its member functions*

**Example of read() and write()**

#include<iostream>

#include<fstream>

using namespace std;

class A

{

private:

char name[40];

int age;

float height;

char gender;

public:

void getdata();

void putdata();

};

void A :: getdata()

{

cout<<"Enter the name : ";

cin.getline(name,40);

cout<<"Enter the age : ";

cin>>age;

cout<<"Enter the height : ";

cin>>height;

cout<<"Enter the gender : ";

cin>>gender;

}

void A :: putdata()

{

cout<<"The name is : " << name << "\n";

cout<<"The age is : " << age << "\n";

cout<<"The height is : " << height << "\n";

cout<<"The gender is : " << gender << "\n";

}

int main()

{

//Creating an output stream

ofstream ofstream\_ob;

//Calling the open function to write an object to a file

ofstream\_ob.open("File9.txt", ios::out);

//Creating an object of A class

A ob1;

ob1.getdata();

//Calling the write() function to write an object to a file.

ofstream\_ob.write( (char \*) & ob1, sizeof(ob1));

cout<<"Congrats! Your object is successfully written to the file \n";

//Closing the output stream

ofstream\_ob.close();

//Creating an input stream

ifstream ifstream\_ob;

//Calling the open function to read an object from a file

ifstream\_ob.open("File9.txt", ios::in);

cout<<"\nReading the object from a file : \n";

A ob2;

//Calling the read() function to read an object from a file and transfer its content to an empty object

ifstream\_ob.read( (char \*) & ob2, sizeof(ob2));

ob2.putdata();

//Closing the input stream

ifstream\_ob.close();

}