FILE POINTERS

- Input pointer – get pointer
  - Used for reading the content at a given file location
  - Open file in read mode pointer automatically move to beginning of the file
- Output pointer – put pointer
  - Used for writing content to a given file
  - Open file in out put mode pointer moved to beginning
  - Open file in append mode , pointer is at the end of the file.

FILE POINTERS

Function	Member of class	Action performed
Seekg()	Ifstream	Moves get file pointer to a specific location
Seekp()	Ofstream	Moves put file pointer to a specific location
Tellg()	Ifstream	Returns the current position of the get pointer
Tellp()	Ofstream	Returns the current position of the put pointer

SEQUENTIAL INPUT OUTPUT

- put(), get()
  - Write , read single character from file
- Write(), read()
  - Write and read blocks of binary data
  - Handle data in binary format
  - Binary format is more accurate in storing numbers as they are stored in exact internal representation. There is no conversion while saving data, so saving is faster.

READ , WRITE CLASS OBJECTS

- The data transfer is usually done using '>>' and <<' operators. But if you have a class with 4 data members and want to write all 4 data members from its object directly to a file or vice-versa, we can do that using following syntax :

- To write object's data members in a file :
  - // Here file_obj is an object of ofstream
  - file_obj.write((char *) & class_obj, sizeof(class_obj));

- To read file's data members into an object :
  - // Here file_obj is an object of ifstream
  - file_obj.read((char *) & class_obj, sizeof(class_obj));