

Summary Page: File I/O Using the C Library

CISC 220, fall 2012

Opening a File:

`FILE* fopen(char *filename, char *mode)`
mode can be: "r" (read), "w" (write), "a" (append)
fopen will return NULL and set errno if file can't be opened

Closing a File:

`fclose(FILE* file)`

Predefined File Pointers:

`stdin`: standard input
`stdout`: standard output
`stderr`: standard error

Reporting Errors:

`char *strerror(int errnum)`: Returns a string describing an error.
`void perror(char *msg)`: Prints an error message based on current value of errno, with msg as a prefix

Character Input:

`int getc(FILE *stream)`: reads a character and returns it (or EOF if at end of file)
`int getchar()`: equivalent to `getc(stdin)`
`ungetc(int c, FILE *stream)`: "pushes" c back onto input stream

Character Output:

`putc(int c, FILE *stream)`: writes c to the file
`putchar(c)`: equivalent to `putc(stdout)`

String Output:

`fputs(char *s, FILE *stream)`: writes s to the file
`puts(char *s)`: writes s *plus* '\n' to stdout

String Input:

`char* fgets (char *s, int count, FILE *stream)`
Reads characters from stream until end of line OR count-1 characters are read.
Will include an end of line character ('\n') if it reaches the end of the line
On return, s will always have a null character ('\0') at the end.
Returns NULL if we're already at the end of file or if an error occurs.

Formatted I/O:

`fscanf(FILE *stream, char *format, more args...)`: Works like scanf, but reads from the specified file.
`fprintf(FILE *stream, char *format, more args...)`: Works like printf, but writes to the specified file