1.)What capability does the fstream data type provide that the ifstream and ofstream data types do not?

The fstream data type allows both reading and writing, while the ifstream data type allows only for reading, and the ofstream data type allows only for writing.

3.)Assume that the file data.txt already exists, and the following statement executes.
fstream file(data.txt, ios::out);
What happens to the file? -

Its contents erased and overwritten

5.)Should file stream objects be passed to functions by value or by reference? Why? -

By reference because the internal state of file stream objects changes with most every operation. They should always be passed to functions by reference to ensure internal consistency.

7.)Under what circumstances is a file stream object's ios::eofbit bit set? What member function reports the state of this bit? -

When the end of the file has been encountered. The eof member function reports the state of this bit

9.)How do you read the contents of a texT/File that contains whitespace characters as part of its data?

By using the getline member function

11.)What arguments do you pass to a file stream object's read member function? -

Two arguments: The starting address in char form of the section of memory where the data will be stored, and the number of bytes to read.

13.)What is the difference between the seekg and seekp member functions? -

The seekg function moves a file's read position, and the seekp function moves a file's write position.

15.)If a program has read to the end of a file, what must you do before using either the seekg or seekp member functions? -

Call the file object's clear member function.

17.)How do you rewind a sequential-access file? -

Use the seekg member function to move the read position back to the beginning of the file.

19.)If a file fails to open, the file stream object will be set to _____. -
NULL or 0

21.)The _____ function reads a line of texT/From a file. -
getline

23.)The _____ member function writes a single character to a file. -
put

25.)_____ files contain data formatted as _____. -
text, ASCII text

27.)In C++, _____ provide a convenient way to organize data into fields and records. -
structures

29.)The _____ member function reads raw binary data from a file. -
read

31.)In _____ file access, the contents of the file are read in the order they appear in the file, from the file's start to its end. -
sequential

33.)The _____ member function moves a file's read position to a specified byte in the file. -
seekg

35.)The _____ member function returns a file's current read position. -
tellg

37.)The _____ mode flag causes an offset to be calculated from the beginning of a file. -
ios::beg

39.)The _____ mode flag causes an offset to be calculated from the current position in the file. -
ios::cur

49.)T/F Different operating systems have different rules for naming files. -
TRUE

51.)T/F ofstream objects, by default, delete the contents of a file if it already exists when opened. -
TRUE

53.)T/F Several file access flags may be joined by using the | operator. -
TRUE

55.)T/F If a file is opened in the definition of the file stream object, no mode flags may be specified. -
FALSE

57.)T/F The same outpuT/Formatting techniques used with cout may also be used with file stream objects. -
TRUE

59.)T/F The getline member function can be used to read text that contains whitespaces. -
TRUE

61.)T/F Binary files contain unformatted data, not necessarily stored as text. -
TRUE

63.)T/F The tellp member function tells a file stream object which byte to move its write position to. -
FALSE