

Overview

- File Operations
- File Output Formatting
- Passing File Stream Objects to Functions
- Error Testing
- Member Functions For Reading and Writing Files
- Working With Multiple Files
- Binary Files
- Opening a File for Input and Output

File Operations

- **File:** a set of data stored on a computer, often on a disk drive
- Programs can read/write files
 - word processing, databases, spreadsheets, compilers
- Systems require `fstream` header files
 - `ifstream` data type for input files
 - `ofstream` data type for output files
 - `fstream` from both
 - `ios::in` is used to take in inputs
 - `ios::out` is used to write
 - `dFile.open("file.txt", ios::in, ios::out)` can be used for all
 - All can use `>>` or `<<` to read and write to a file
 - Can use `eof` member function to test for end of input file
- Many access flags exists:
 - `ios::app` can be used to *append* to a file, if the file contents already exists.
 - Adds to the end by default
 - If file does not exist, it will create
 - `ios::ate` can be used to go to the end of an existing file. Output can be written anywhere in file
 - `ios::binary` causes data to be written or read in pure binary format. (default is text)
 - `ios::in` is input mode. Data will be read from file. If file DNE then it fails
 - `ios::out` data will be written to file. If file DNE then it will be created
 - `ios::trunc` essentially wipes all the content of the file

Using Files - Example

```
// copy 10 numbers between files
// open the files

fstream infile("input.txt", ios::in);
fstream outfile("output.txt", ios::out);
int num;
for (int i = 1; i <= 10; i++)
{
    infile >> num;      // use the files
    outfile << num;
}
infile.close();           // close the files
outfile.close();
```

- `infile` in this context is essentially the variable name
- `ifstream` opens file for input only, file can not be written, and `open` fails if the file DNE
- `ofstream` open for output only
 - File cannot be read from, file is created if DNE, file contents is erased if file exists.

Error Testing

- You can check if file stream has failed by doing `if (!gradelist)... or if (gradeList.fail())...`
- `ios::eofbit` set when the end of file
- `ios::failbit` set when operations fail
- `ios::hardfail` set when error occurred and no recovery
- `ios::badbit` set when invalid operation is attempted
- `ios::goodbit` set when no other bits are set
- `eof()` returns true if eofbit set
- `fail()` returns true if `failbit` or `hardbit`
- `bad()` returns true if `badbit`
- `good()` returns true if `goodbit`
- `clear()` clears all flags

```
68 void showState(fstream &file)
69 {
70     cout << "File Status:\n";
71     cout << " eof bit: " << file.eof() << endl;
72     cout << " fail bit: " << file.fail() << endl;
73     cout << " bad bit: " << file.bad() << endl;
74     cout << " good bit: " << file.good() << endl;
75     file.clear(); // Clear any bad bits
76 }
```

- ## Reading Member Functions for Reading and Writing Files

- `getline()` reads inputs including whitespace
 - Has 3 arguments: `Char[]` to hold characters, number of characters to read, stop if certain char is found.
 - By default '`\n`' is default for the third operation
- `get` reads a single character
- `put` writes a single character