

Object – Oriented Programming

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Streams

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Why streams?

- Original C I/O used printf, scanf
- Streams invented for C++
 - C I/O libraries still work
- Advantages of streams
 - Better type safety
 - Extensible
 - More object-oriented
- Disadvantages
 - More verbose
 - Often slower

C vs. C++

- C stdio operations work
 - Don't provide “object-oriented” features
 - No overloadable operators
- C++
 - Can overload inserters and extractors
- Moral
 - When converting C to C++, leave the I/O intact

What is a stream?

- Common logical interface to a device
- Sequential
 - There is a "position" associated with each stream
- Can
 - Produce values
 - Consume values
 - Both

Stream naming conventions

	Input	Output	Header
Generic	istream	ostream	<iostream>
File	ifstream	ofstream	<fstream>
C string (legacy)	istrstream	ostrstream	<strstream>
C string	istringstream	ostringstream	<sstream>

Stream operations

- Extractors
 - Read a value from the stream
 - Overload the >> operator
- Inserters
 - Insert a value into a stream
 - Overload the << operator
- Manipulators
 - Change the stream state
- Others

Kinds of streams

- Text streams
 - Deal in ASCII text
 - Perform some character translation
 - e.g.: newline -> actual OS file representation
 - Include
 - Files
 - Character buffers
- Binary streams
 - Binary data
 - No translations

Predefined streams

- `cin`
 - standard input
- `cout`
 - standard output
- `cerr`
 - unbuffered error (debugging) output
- `clog`
 - buffered error (debugging) output

Example

```
#include <iostream>
int i; float f; char c;
char buffer[80];
```

- Read the next character

```
cin >> c;
```

- Read an integer

```
cin >> i; // skips whitespace
```

- Read a float and a string separated by whitespace

```
cin >> f >> buffer;
```

Predefined extractors

- *istream >> lvalue*

expression	type	output format	C I/O
char		character	%c
short, int		integer	%d
long		long decimal integer	%ld
float		floating point	%g
double		double precision floating pt.	%lg
long double		long double	%Lg
char *		string	%s
void *		pointer	%p

- Extractors skip leading whitespace, in general

Other input operators

- `int get()`
 - Returns the next character in the stream
 - Returns EOF if no characters left
 - Example: copy input to output

```
int ch;
while ((ch = cin.get()) != EOF)
    cout.put(ch);
```
- `istream& get(char& ch)`
 - Puts the next character into argument
 - Similar to `int get()`;

More input operators

- `get(char *buf, int limit, char delim = '\n')`
 - read up to `limit` characters, or to `delim`
 - Appends a null character to `buf`
 - Does not consume the delimiter
- `getline(char *buf, int limit, char delim = '\n')`
 - read up to `limit` characters, or to `delim`
 - Appends a null character to `buf`
 - Does consume the delimiter
- `ignore(int limit = 1, int delim = EOF)`
 - Skip over `limit` characters or to delimiter
 - Skip over delimiter if found

More input operators

- `int gcount()`
 - **returns number of characters just read**

```
char buffer[100];  
cin.getline(buffer, sizeof(buffer));  
cout << "read " << cin.gcount()  
      << " characters"
```
- `void putback(char)`
 - **pushes a single character back into the stream**
- `char peek()`
 - **examines next character without reading it**

```
switch (cin.peek()) ...
```

Predefined inserters

- Usage

–*ostream* << *expression*

expression type	output format	C I/O
char	character	%c
short, int	integer	%d
long	long decimal integer	%ld
float, double	double precision floating pt.	%g
long double	long double	%lg
char *	string	%s
void *	pointer	%p

Other output operators

- `put (char)`
 - prints a single character
 - Examples

```
cout.put ( 'a' );  
cerr.put ( '!' );
```
- `flush ()`
 - Force output of stream contents
 - Example

```
cout << "Enter a number";  
cout.flush ();
```

Formatting using manipulators

- Manipulators modify the state of the stream
 - `#include <iomanip>`
 - Effects hold (usually)

- Example

```
int n;  
cout << "enter number in hexadecimal"  
      << flush;  
cin >> hex >> n;
```


Example

- A simple program

```
#include <iostream>
#include <iomanip>
main() {
    cout << setprecision(2) << 1000.243 <<endl;
    cout << setw(20) << "OK!";
    return 0;
}
```

- Prints

1e03

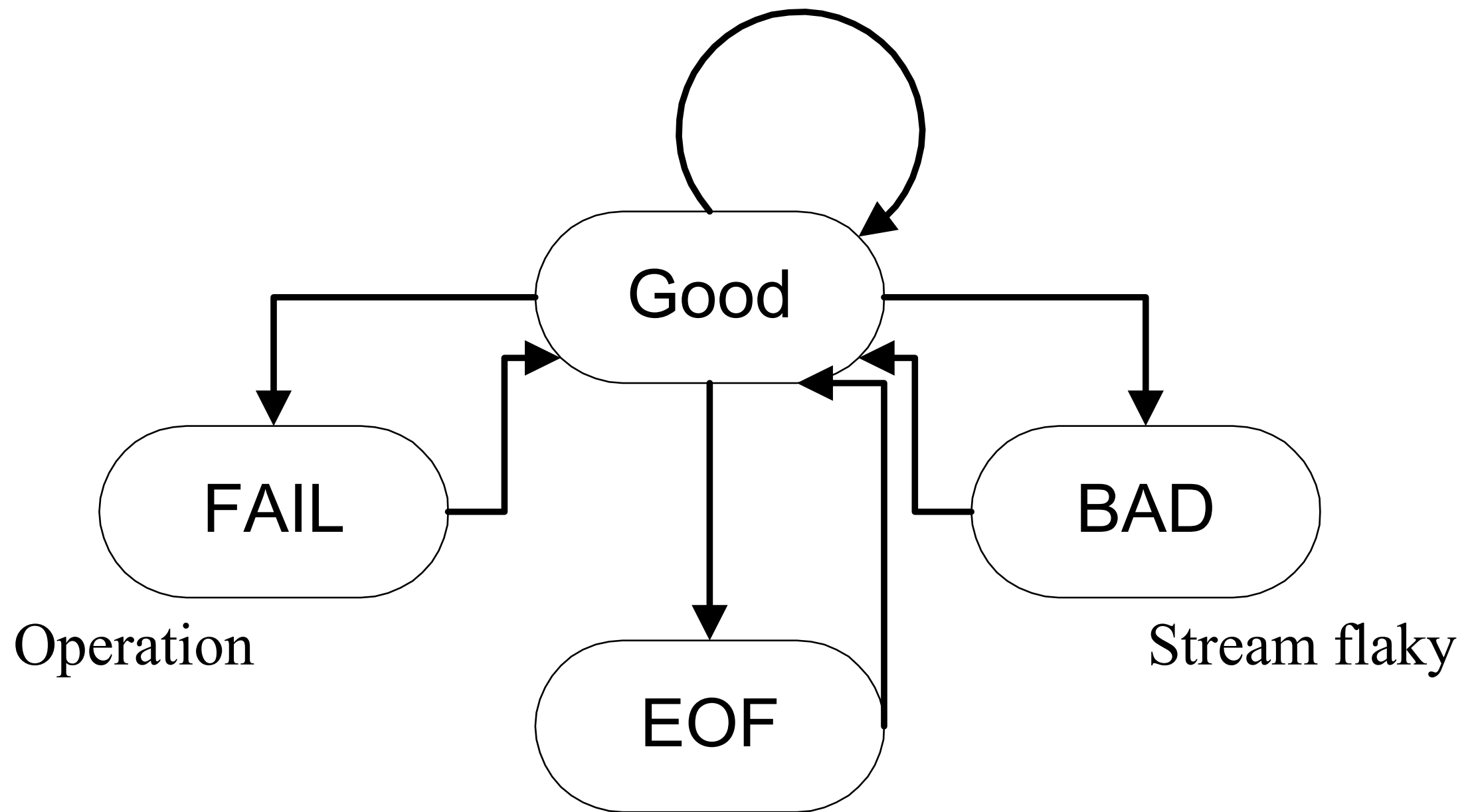
OK!

Manipulators

manipulator	effect	type
dec, hex, oct	set numeric conversion	I, O
endl	insert newline and flush	O
flush	flush stream	O
setw(int)	set field width	I, O
setfill(ch)	change fill character	I, O
setbase(int)	set number base	O
ws	skip whitespace	I
setprecision(int)	set floating point precision	O
setiosflags(long)	turn on specified flags	I, O
resetiosflags(long)	turn off specified flags	I, O

Stream error states

`clear()` returns stream to GOOD



Working with streams

- Error state is set after each operation
- Conversion to void* returns 0 if problem
- Can clear an error state using
 - `clear()` // Resets error state to good()
- Checking status
 - `good()` // Returns true if in valid state
 - `eof()` // Returns true if at EOF
 - `fail()` // Returns true if minor failure or bad
 - `bad()` // Returns true if in bad state

Example

```
int n;
cout << "Enter a value for n, then [Enter]" << flush;
while (cin.good()) {
    cin >> n;
    if (cin) { // input was ok
        cin.ignore(INT_MAX, '\n'); // flush newline
        break;
    }
    if (cin.fail()) {
        cin.clear(); // clear the error state
        cin.ignore(INT_MAX, '\n'); // skip garbage
        cout << "No good, try again!" << flush;
    }
}
```

Stream flags control formatting

flag	purpose (when set)
<code>ios::skipws</code>	skip leading white space
<code>ios::left, ios::right</code>	justification
<code>ios::internal</code>	pad between sign and value
<code>ios::dec, ios::oct, ios::hex</code>	format for numbers
<code>ios::showbase</code>	show base of number
<code>ios::showpoint</code>	always show decimal point
<code>ios::uppercase</code>	put base in uppercase
<code>ios::showpos</code>	display + on positive numbers
<code>ios::scientific, ios::fixed</code>	floating point format
<code>ios::unitbuf</code>	flush on every write

Setting flags

- Using manipulators
 - `setiosflags(flags);`
 - `resetiosflags(flags);`
- Using stream member functions
 - `setf(flags)`
 - `unsetf(flags)`

Working with flags

- **Code**

```
#include <iostream>
#include <iomanip>
main() {
    cout.setf(ios::showpos | ios::scientific);
    cout << 123 << " " << 456.78 << endl;
    cout << resetiosflags(ios::showpos) << 123;
    return 0;
}
```

- **Prints**

```
+123 +4.567800e+02
123
```


File streams

- ifstream, ofstream connect files to streams
 - #include <fstream>
 - Open modes specify how to create files

mode	purpose
ios::app	append
ios::ate	position at end of file
ios::binary	do binary I/O
ios::in	open for input
ios::out	open for output
ios::nocreate	don't create file if not there
ios::noreplace	don't replace file if present
ios::trunc	truncate file if present

File streams

```
#include <iostream>
#include <fstream>
int main(int argc, char *argv[]) {
    if (argc != 3) {
        cerr << "Usage: copy file1 file2" << endl;
        exit(1);
    }
    ifstream in(argv[1]);

    if (!in) {
        cerr << "Unable to open file " << argv[1];
        exit(2);
    }
}
```

File streams

```
ofstream out(argv[2]);  
if (!out) {  
    cerr << "Unable to open file " << argv[2];  
    exit(2);  
}  
char c;  
while (in >> c) {  
    out << c;  
}  
}
```

More stream operations

- `open(const char *, int flags, int)`
 - Open a specified file

```
ifstream inputS;  
inputS.open("somefile", ios::in);  
if (!inputS) {  
    cerr << "Unable to open somefile";  
    ...  
}
```
- `close()`
 - Closes stream

IO stream buffers

- Every IO stream has a stream buffer
- Class `streambuf` defines the buffer abstraction
- The member function `rdbuf()` returns a pointer to the stream buffer
- The `<<` operation is overloaded for `streambufs`
 - It connects buffers directly!

Copy a file to standard out

```
#include <fstream>
#include <assert>

main(int argc, char *argv[]) {
    assert(argc == 2);
    ifstream in(argv[1]);
    assert(in); // check that stream opened
    cout << in.rdbuf(); // Drain file!
}
```

String streams (legacy)

- I/O to character buffers is modeled using streams

- `#include <strstream.h>`

- **Input:** `istrstream` **class**

- **Output:** `ostrstream` **class**

```
istrstream in("2.3 47 This is a stream");  
int i; float f; char buf[123];  
in >> f >> i >> buf;  
cout << " i = " << i;  
cout << " f = " << f;  
cout << " buf = " << buf << endl;  
cout << in.rdbuf(); // print remainder!
```

ostreams and storage allocation

- Input streams are initialized with a buffer

```
istream mystr("hi bob");
```

- Output streams have two allocation methods

- User allocates storage

```
char buffer[SIZE];
```

```
ostream(buffer, SIZE, ios::out);
```

- Stream handles storage

```
ostream A;
```

```
A << cin.rdbuf(); // read file into string!
```

- You can get the buffer, but programming gets messy

- `char *str()` returns the buffer...

Notes

- use string and stringstream (not strstream)
–example

- You can create your own manipulators

// newline without a flush

```
ostream & nl ( ostream& os ) {  
    return os << '\n';  
}
```

```
cout << "newline" << nl;
```

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