CS 162 Intro to CS II

File I/O

First Revisit Redirection...

>> append > overwright < input C++ Open a file in your program

- Include File Stream #include <fstream>
- Create File Object std::ifstream input;
- Open the file input.open("file.txt");
 - Example:

int num;

std::ifstream input;

input.open("file.txt");

input >> num; ~

read from file. +x+
read From Key board 3

jut variable

Oregon State University

C++ Open file for Writing/Appending

- Include File Stream #include <fstream>
- create File Object std::ofstream output;
 - Open the file output.open("file.txt"); //overwrite file output.open("file.txt", ios::app); //append to file
 - Example:

```
std::ofstream output;
butput.open("file.txt");
output << "Hello World" << endl;
```



C++ Close the file

- input.close();
- output.close();



C++ Check for Successful File I/O

```
(input.fail())

from the that doesn't cout << "The file failed to open!" << endl;
if (input.fail())
else
```

input >> num;

Reading until EOF

```
while (! input.eof()) {
  input >> num;
  cout << num << endl;
}
• Read a character
  input.get(var);
• Read a line of text
  input.getline(var);</pre>
```



Demo...

```
4
                              access.engr.orst.edu - PuTTY
  1 #include "./mystring.h"
  2 #include <iostream>
  3 #include <fstream>
  5 using std::cout;
  6 using std::endl;
                                         since we are usi
  7 using std::fstream;
  8 using std::ios;
10 int main() {
11
       string s, s2("hello");
 12 0,00
13 fstream iofile;
    iofile.open("hello", ios::in|ios::out|ios::app);
15
       iofile << "hi there!" << endl;</pre>
16
                                                     this is so your do n't overwrite file each time
17
18W
       iofile.close();
19
20
       cout << s.length() << endl;</pre>
21
       cout << s2.length() << endl;</pre>
22
       cout << s.at(0) << endl;
23
       cout << s2.at(1) << endl;
24
                                                         3,1
                                                                        Top
```