

08-07-2024

IO flags & their:-

adjust
cout field:-

Ex:-
2 Using

→ Using namespace std;

#include <iostream>

main ()

{

int a = 5;

cout.width(5);

cout.setf(ios::showpos);

cout.setf(ios::internal, ios::adjustfield);

cout.fill('*');

cout << a;

}

Ex:- Creating user defined manipulations

→ Using namespace std;

#include <iostream>

ostream& Hemant(ostream &out)

{

out.width(5);

out.setf(ios::showpos);

out.setf(ios::internal, ios::adjustfield);

out.fill('*');

return out;

}

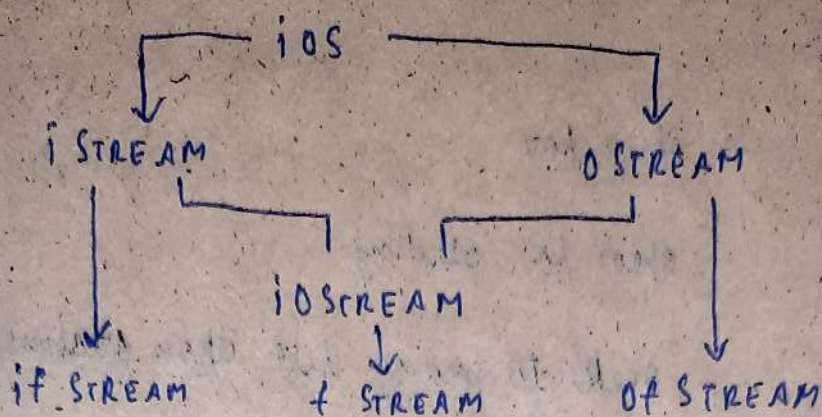
main ()

{ int a = 5;

cout << Hemant << a;

}

FILE STREAM HIERARCHY:-



Ex:- Writing & Reading a file using `fstream`:-

→ using namespace `std`;

```
#include <iostream>
```

```
#include <fstream>
```

```
main()
```

```
{
```

```
    char a[50];
```

```
    ofstream out("shiva.txt");
```

```
    out << "hai shiva \n";
```

```
    out << "bye shiva \n";
```

```
    out << "good shiva \n";
```

```
    out.close();
```

```
    ifstream in("shiva.txt");
```

```
    while (in)
```

```
    {
```

```
        in >> a;
```

```
        cout << a;
```

```
    }
```

```
    in.close();
```

```
}
```


MODES OF FILES, FILE OPENING IN C++:-

OPEN MODE:-

1. `in` - open for
2. `out` - open for writing
3. `ate` - seek to end of file upon original open
4. `app` - append mode
5. ~~truncate~~ `trunc` - truncate file if already exist
6. `nocreate` - open files if file doesn't exist
7. `moreplace` - open files if file already exist
8. `binary` - opens files as binary

Ex:-

→ using namespace std;

```
#include <iostream>
```

```
#include <fstream>
```

```
main()
```

```
{
```

```
    char a[50];
```

```
    ofstream out;
```

```
    out.open("shiva.txt", ios::out);
```

```
    out << "hai shiva \n";
```

```
    out << "bye shiva \n";
```

```
    out << "shiva \n";
```

```
    out.close();
```

```
    ifstream in;
```

```
    in.open("shiva.txt", ios::in);
```

```
    while (in)
```

```
    {    in >> a;
```

```
        cout << a << endl;
```

```
    }
```

```
    in.close();
```

```
}
```