

# File Input and Output

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# Writing Data to a File

```
#include <iostream>
#include <fstream>
using namespace std;
int main() {
    ofstream output;                // Create a file object
    output.open("scores.txt");      // Open or create a file for writing
    output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
    output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
    output.close();
    cout << "Finished..." << endl;
    return 0;
}
```

# Writing Data to a File

We can use it to write the following items to a text file:

- primitive data type values,
- arrays
- strings
- objects

```
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#include <fstream>
using namespace std;
int main() {
    ofstream output;                // Create a file object
    output.open("scores.txt");      // Open or create a file for writing
    output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
    output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
    output.close();
    cout << "Finished..." << endl;
    return 0;
}
```

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    output.close();
    cout << "Finished..." << endl;
    return 0;
}
```

# Writing Data to a File

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output.close();
cout << "Finished..." << endl;
return 0;
```

# Writing Data to a File

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ofstream output;                // Create a file object
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output.close();
```

# ofstream class

```
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output.close();
```

# ofstream class

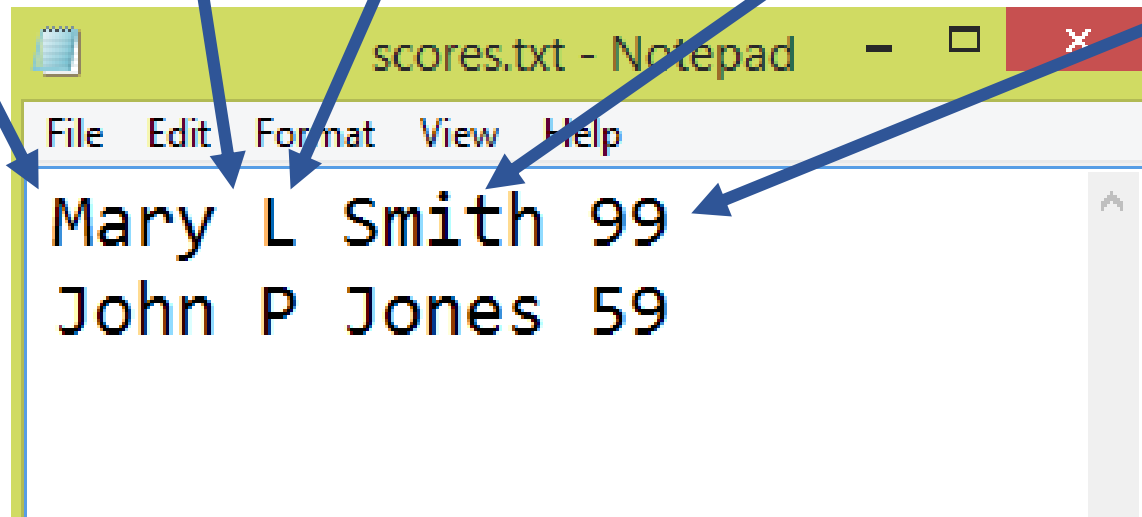
```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;

output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```



# ofstream class

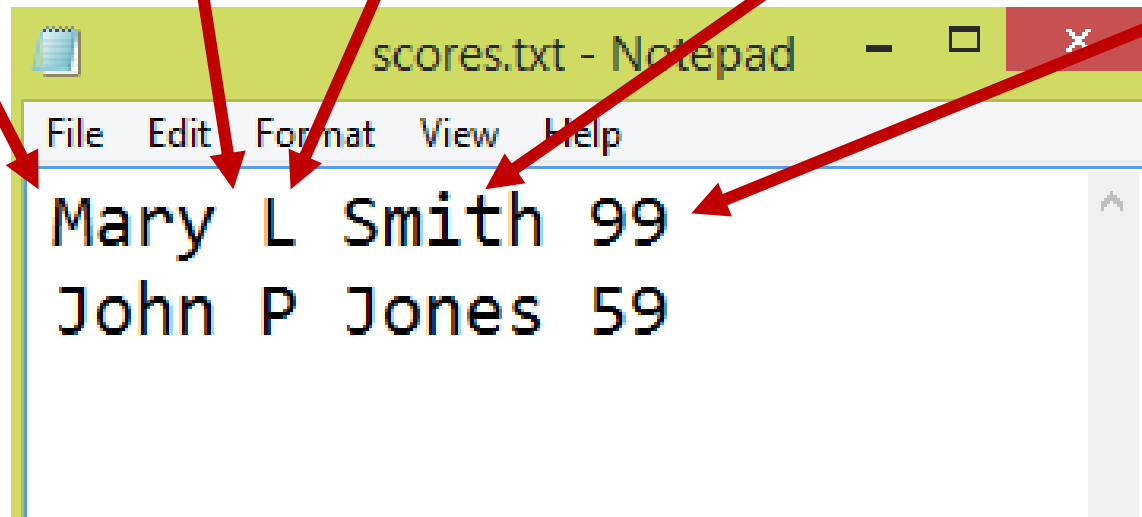
```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
```



```
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```

# ofstream class

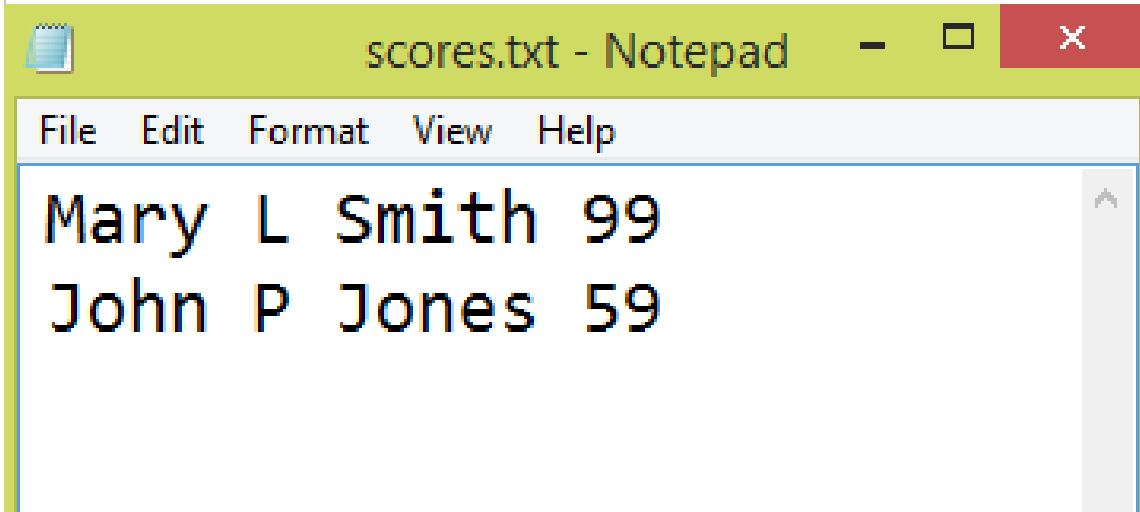
```
ofstream output;                // Create a file object
output.open("scores.txt");       // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
```



```
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```

# ofstream class

```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```

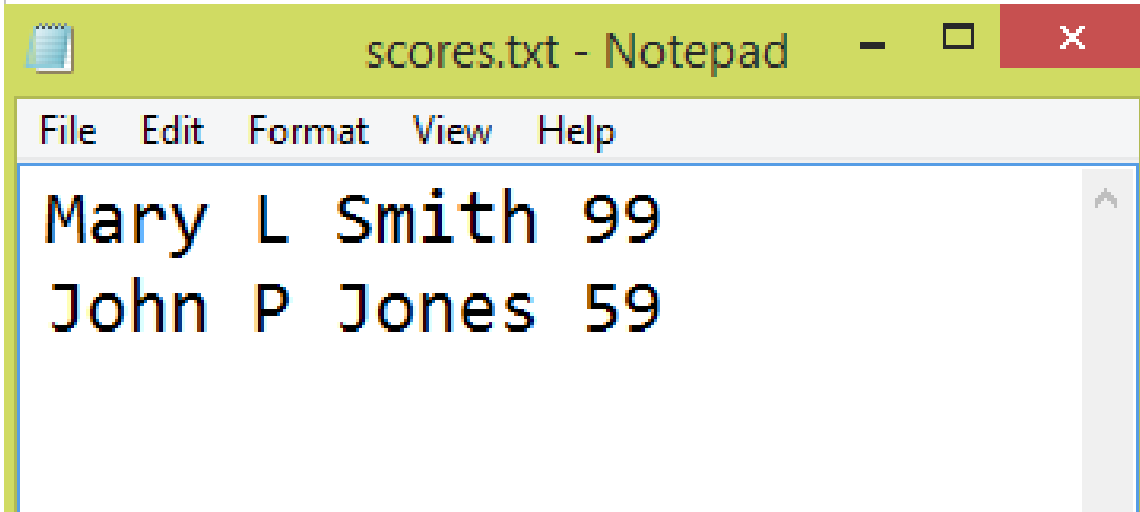


Could you figure out how the bytes of data are ordered in the file?

A datum or data are represented as a series of bytes.

# ofstream class

```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```

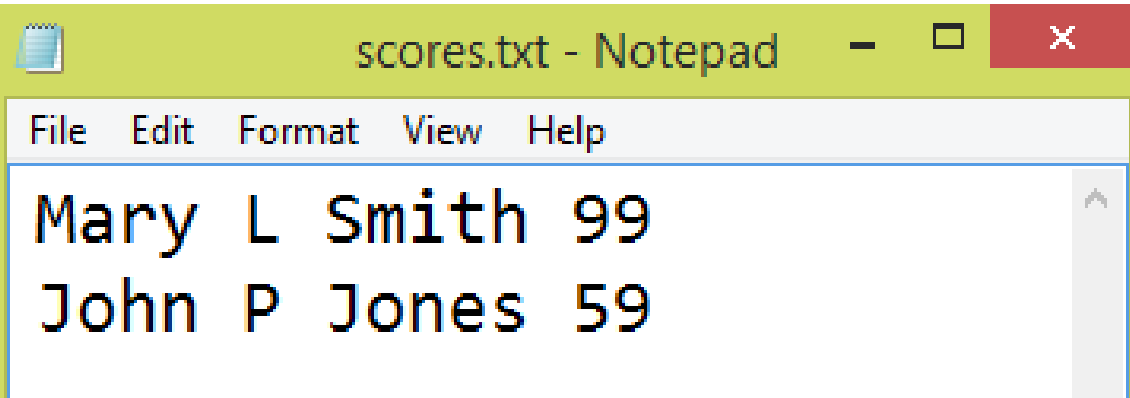


Could you figure out how the bytes of data are ordered in the file?

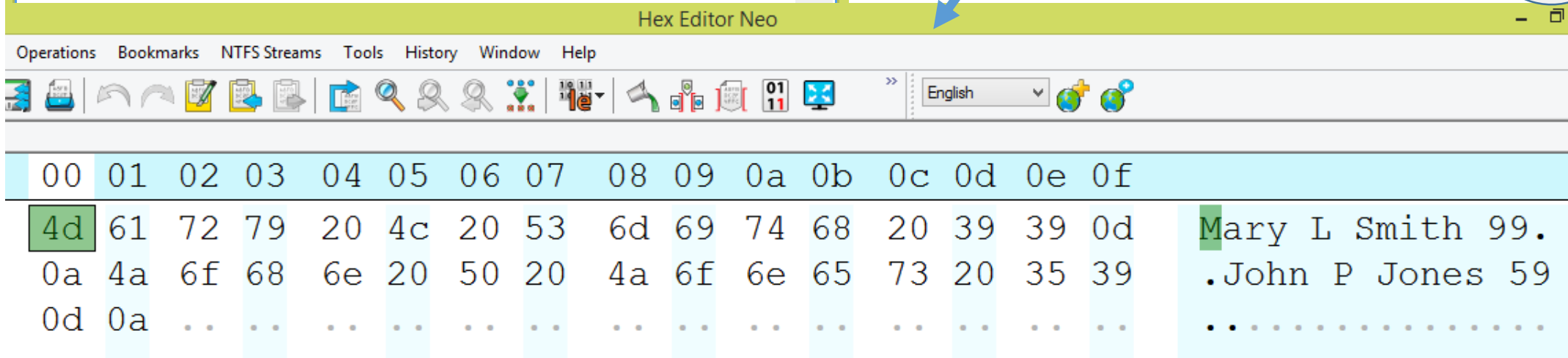
A datum or data are represented as a series of bytes.

# ofstream class

```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```



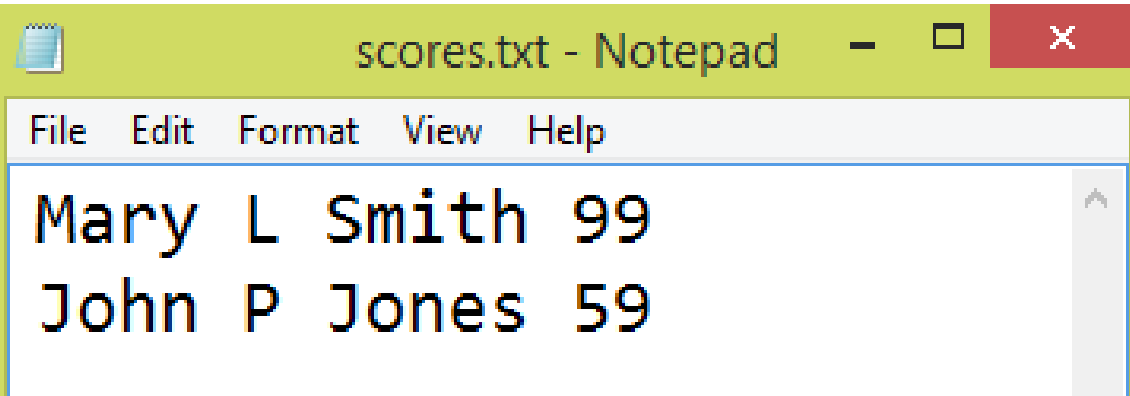
View the file content  
in Hex Editor Neo



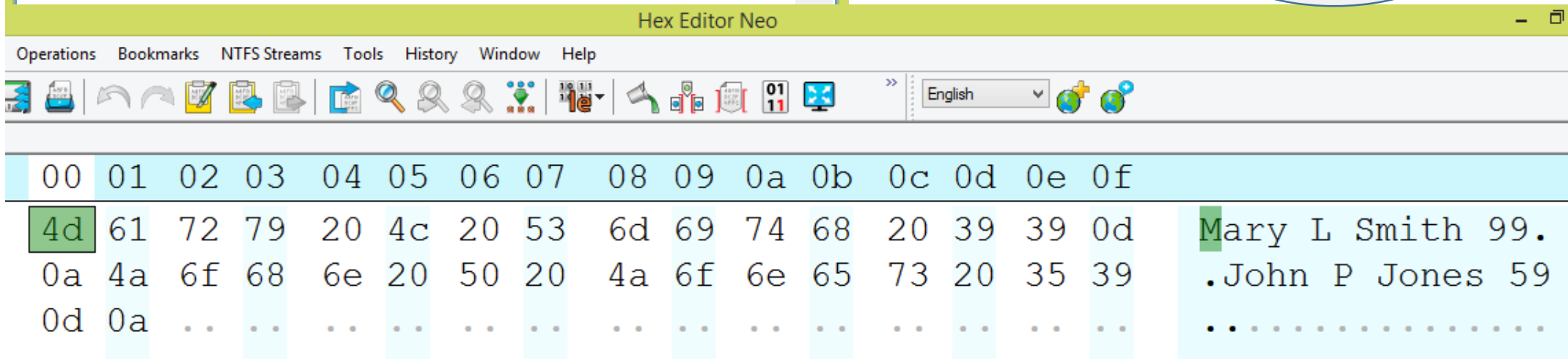
Could you figure  
out how the  
bytes of data  
are ordered?

# ofstream class

```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```



We can read the content of the file directly because the data are stored as text (ASCII code).



# Close file

We must use the `close()` function to close the stream for the object.

If we do not invoke the close function, the **data** may **not be saved** in the file.

```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```

# Close file

We must use the `close()` function to close the stream for the object.

If we do not invoke the A1 function, the **data** may **not** A2 in the file.

```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```



```
output.open("scores.txt");
```

- When we use *open* to open a file, we must be careful.
- If the file already exists, its contents will be destroyed without warning.

```
ofstream output;                // Create a file object
output.open("scores.txt");       // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```

```
output.open("scores.txt");
```

➤ When we use *open* to open a file, we must be careful.

➤ If the file A1, its contents will be A2 without warning.

```
ofstream output;                // Create a file object
output.open("scores.txt");      // Open or create a file for writing
output << "Mary" << " " << "L" << " " << "Smith" << " " << 99 << endl;
output << "John" << " " << "P" << " " << "Jones" << " " << 59 << endl;
output.close();
```

# Reading Data from a File

➤ We use the ifstream class to read data from a text file.

```
void printf_info( ) {  
    cout << firstName << " " << mi << " "  
    << lastName << " " << score << endl;  
}  
ifstream input("scores.txt"); // open a file to read data  
char mi; string firstName, lastName; int score;  
  
int flg = input.fail( );  
if ( flg ) { return; //cannot open }  
  
input >> firstName >> mi >> lastName >> score;  
printf_info( );  
  
input >> firstName >> mi >> lastName >> score;  
printf_info( );  
  
input.close();
```

File content:  
Mary L Smith 99  
John P Jones 59

# Testing File Existence

```
ifstream input("myscores.txt"); // Read data
char mi;    string lastName; int score;
try {
    int flg = input.fail( );
    if ( flg ) { throw flg; }
    .....

    input.close( );
} catch( int flg ) {
    cout << "Error. Cannot open file. Flag:" << flg << endl;
}
```

# Known data format

To read data correctly, you need to know exactly how data is stored. For example, the program would not work if the score is a double value with a decimal point.

```
ifstream input("scores.txt"); // Read data
char mi;  string lastName; int score;
try {
    int flg = input.fail( );
    if ( flg ) { return; //cannot open}
    input >> firstName >> mi >> lastName >> score;
    .....
    input.close();
}
```

File content:  
John T Smith 90  
Eric K Jones 14

# eof

- We invoke the eof() function on the input object to detect the end of file.

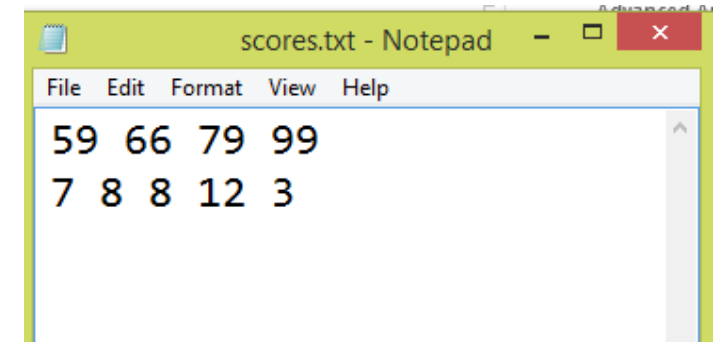
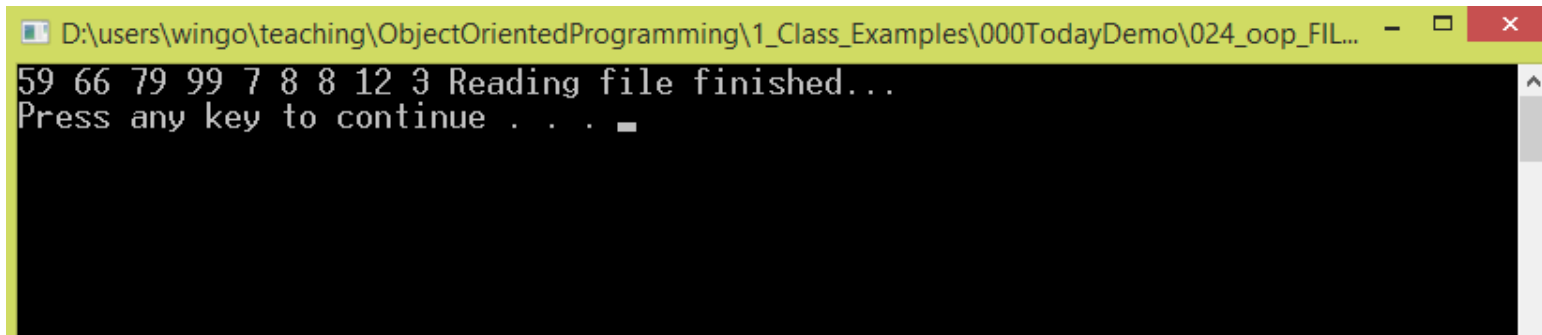
```
double sum = 0; double number;  
while (input >> number)           // read to the end of file  
{  
    cout << number << " ";  
    sum += number;  
}
```

Note: `bool flg = input >> number`  
`flg` is true if input reads a number successfully

# eof

- We invoke the eof() function on the input object to detect the end of file.

```
double sum = 0; double number;
while (input >> number)           // read to the end of file
{
    cout << number << " ";
    sum += number;
}
```



# Functions for reading and writing data

- The stream extraction operator (>>) can read a text that does not contain a whitespace character.
- To read a text that has whitespace characters, we can use `getline`.

`getline(ifstream& input, string &s, char delimiter)`



# getline with delimiter: ' '

File content:  
Mary L Smith 99  
John P Jones 59

```
ifstream input;  
input.open("scores.txt");  
while(!input.eof()) {  
    string str;  
    getline(input, str, ' ');  
    cout << "str:" << str << endl;  
}
```

str:Mary  
str:L  
str:Smith  
str:99  
John  
str:P  
str:Jones  
str:59  
;a newline

# getline with delimiter: ' \n '

File content:  
Mary L Smith 99  
John P Jones 59

```
ifstream input;  
char delimiter = ' \n';  
input.open("scores.txt");  
while(true) {  
    string str;  
    getline(input, str, delimiter);  
  
    cout << "str:" << str << endl;  
}
```

str:Mary L Smith 99  
str:John P Jones 59  
str:

problem!



## getline with delimiter: ' \n '

File content:  
Mary L Smith 99  
John P Jones 59

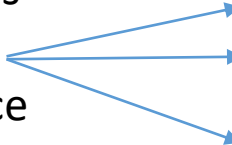
```
ifstream input;  
char delimiter = ' \n';  
input.open("scores.txt");  
while(true) {  
    string str;  
    getline(input, str, delimiter);  
    if ( input.eof() ) break;  
    cout << "str:" << str << endl;  
}
```

str:Mary L Smith 99  
str:John P Jones 59

# getline with delimiter: ' \n '

```
ifstream input;  
char delimiter = ' \n';  
input.open("scores.txt");  
while(true) {  
    string str;  
    getline(input, str, delimiter);  
    if ( input.eof() ) break;  
    cout << "str:" << str << endl;  
}
```

Three lines  
with a  
whitespace  
character



File content:  
Mary L Smith 99  
John P Jones 59

str:Mary L Smith 99  
str:John P Jones 59  
str:  
str:  
str:

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f	
4d	61	72	79	20	4c	20	53	6d	69	74	68	20	39	39	0d	Mary L Smith 99.
0a	4a	6f	68	6e	20	50	20	4a	6f	6e	65	73	20	35	39	.John P Jones 59
0d	0a	20	0d	0a	20	0d	0a	20	0d	0a	20	..	..	..	..	.. .. .. .

0x20: whitespace character in ASCII code

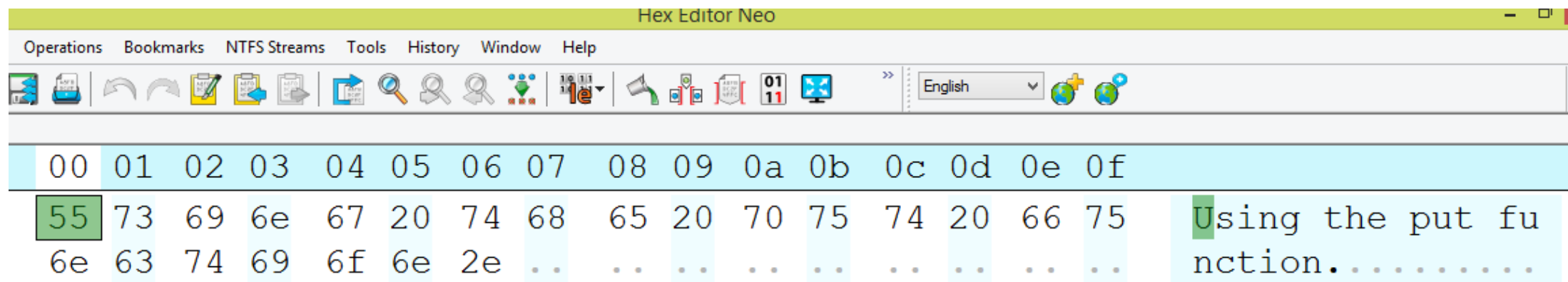
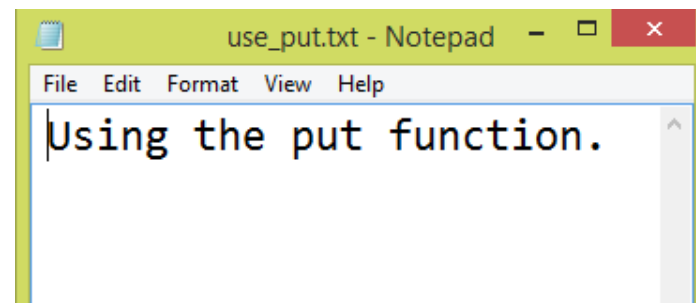
# get and put

Invoke the **get** function on **an input object** to read a character.

Invoke the **put** function on **an output object** to write a character.

# The put function

```
void saveFile_UsingPut( ) {  
    ofstream output;  
    output.open("use_put.txt");  
    string msg("Using the put function.");  
  
    int c = 0;  
    char ch;  
    while ( ch = msg[ c++ ] ) {  
        output.put(ch);    // write one character  
    }  
  
    output.close();    // close the file  
    cout << "file saved..." << endl;  
}
```

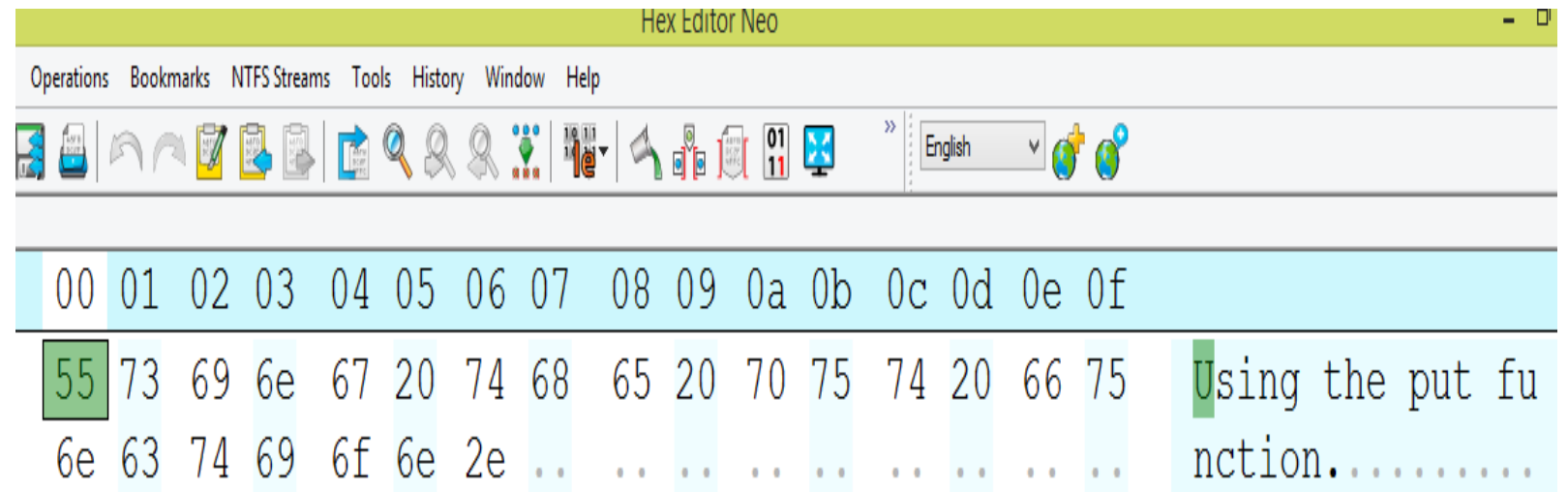


# The get function

```
void readFile_UsingGet( ) {  
    ifstream input;           // Create a file object  
    input.open("use_put.txt"); // Open or create a file for writing  
  
    string msg;  
  
    int c = 0;  
    char ch;  
    while (input.get(ch)) {  
        //input.get(ch);  
        //if (input.eof()) break;  
        msg += ch; // append ch to the end of the string in msg  
    }  
    .....  
  
    input.close();  
}
```

str size:23

str:Using the put function.



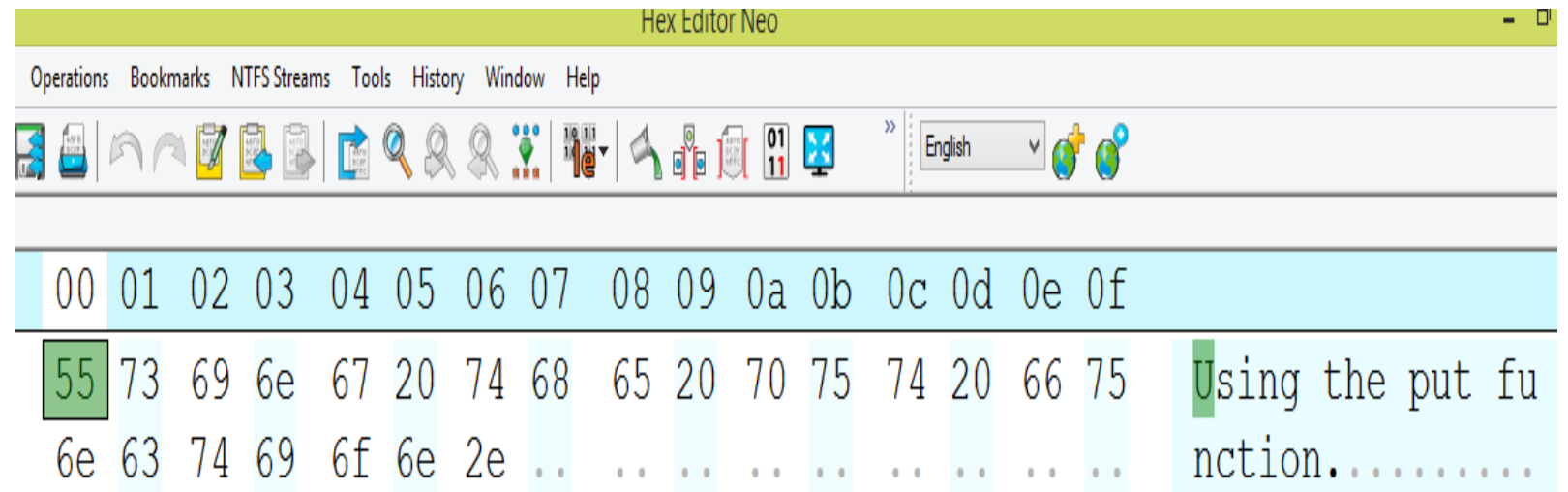
# The get function

```
void readFile_UsingGet( ) {  
    ifstream input;           // Create a file object  
    input.open("use_put.txt"); // Open or create a file for writing  
  
    string msg;  
  
    int c = 0;  
    char ch;  
    while (input.get(ch)) {  
        //input.get(ch);  
        //if (input.eof()) break;  
        msg += ch; // append ch to the end of the string in msg  
    }  
    .....  
  
    input.close();  
}
```

str size:23

str:Using the put function.

```
while (true) {  
    input.get(ch);  
    if (input.eof()) break;  
    msg += ch;  
}
```





# get and put

Read a sequence of characters from a file and save them to another file.

```
char ch = input.get();           // Read a character
while ( !input.eof( ) )         // Check if end of file
{
    output.put( ch );           // Save the character
    ch = input.get( );          // Read next character
}
```

# get and put

Read a sequence of characters from a file and save them to another file.

```
char ch = input.get(); // Read a character
while ( !input.eof( ) ) // Check if end of file
{
    char ch = input.get( ); // Read next character
    output.put( ch ); // Save the character
}
```

Wrong  
Approach

The last character is an extra character.

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
55	73	69	6e	67	20	74	68	65	20	70	75	74	20	66	75
6e	63	74	69	6f	6e	2e	<u>ff</u>								

Using the put function.ÿ.....

# The fstream class

- We can use the fstream class to create an input stream or output stream.
- To **open an fstream file**, we **specify a file mode** to tell how the file will be used.
- Please read the file modes.
- **|** : This is a bitwise inclusive OR operator.

For example,

```
stream.open("city.txt", ios::out | ios::app);
```

# File Open Modes

Mode	Description
ios::in	
ios::out	
ios::app	
ios::ate	
ios::trunct	
ios::binary	

# Combining Modes

We use the `|` operator to obtain a combination of modes.

For example, to open an output file named `city.txt` for appending data, you can use the following statement:

```
stream.open("city.txt", ios::out | ios::app);
```

# Stream States & Stream State Bit Values

Each stream object contains a set of bits that are treated as flags. Each bit value (0 or 1) indicates the state of a stream.

Bit	Description
<code>ios::eofbit</code>	Set when the end of an input stream is reached
<code>ios::failbit</code>	Set when an operation failed
<code>ios::hardfail</code>	Set when an unrecoverable error occurred
<code>ios::badbit</code>	Set when an invalid operation has been attempted
<code>ios::goodbit</code>	Set when an operation is successful

# Stream State Functions

Function	Description
eof( )	true if the eofbit flag is set
fail( )	true if the failbit or hardfail flags is set
bad( )	true if the badbit is set
good( )	true if the goodbit is set
clear( )	clears all flags

# Binary I/O

- A text file consists of a sequence of characters (ASCII code).
- A binary file as consisting of a sequence of bytes.

Example.

199 (decimal integer) is stored as the sequence of three characters, **'1', '9', '7'**, in a text file.

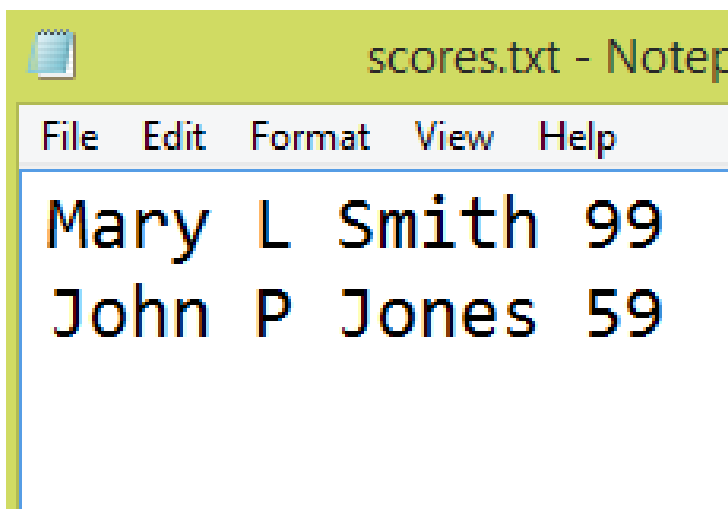
A **byte-type value C5** is stored in a binary file.

Decimal 197 = Hex C5 ( $199 = 12 * 16 + 5$ ).



# Text vs. Binary I/O

- All files are stored as a sequence of bytes.
- They are stored in binary format.
- We build the text I/O upon binary I/O to provide a level of abstraction for character encoding and decoding.

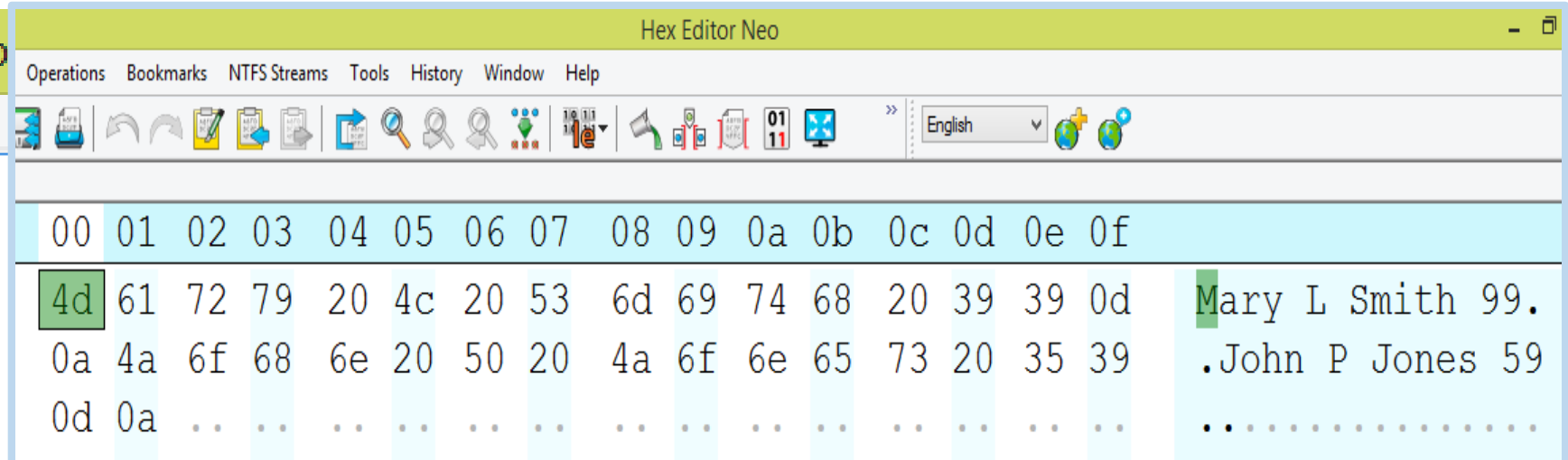


scores.txt - Notepad

File Edit Format View Help

Mary L Smith 99  
John P Jones 59

Text view



Hex Editor Neo

Operations Bookmarks NTFS Streams Tools History Window Help

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
4d	61	72	79	20	4c	20	53	6d	69	74	68	20	39	39	0d
0a	4a	6f	68	6e	20	50	20	4a	6f	6e	65	73	20	35	39
0d	0a	..	..	..	..	..	..	..	..	..	..	..	..	..	..

Mary L Smith 99.  
.John P Jones 59  
.....

Binary format

# Using the ios::binary mode

- **Binary I/O does not require conversions.**
- If we write a numeric value to a file, the exact value is saved to the file.

```
fstream output;                                // Create a file object
output.open("scores.txt", ios::out|ios::binary );
```

Syntax for the write/read function of the stream object

```
streamObject.write(char* bytes, int size);
```

```
streamObject.read(char* bytes, int size);
```

# reinterpret\_cast

We can use it to **cast** the **address** of a primitive type value or an object to **a character array pointer** for binary I/O.

## Syntax:

**reinterpret\_cast**<dataType>(address)

*address*: The starting address of the data (primitive, array, or object).

```
class A { public: A() { x = 0x1234; z = 1.234; }
```

```
    int x; double z;
```

```
};
```

```
A a;
```

```
void write_file( ) { fstream output; // Create a file object  
    output.open("scores.txt", ios::out|ios::binary );  
    output.write(reinterpret_cast<char*>(&a.x), sizeof(a.x));  
    output.write(reinterpret_cast<char*>(&a.z), sizeof(a.z));  
    output.close(); }
```

```
void read_file( ) { fstream input; // Create a file object  
    input.open("scores.txt", ios::in|ios::binary );  
    input.read(reinterpret_cast<char*>(&a.x), sizeof(a.x));  
    input.read(reinterpret_cast<char*>(&a.z), sizeof(a.z));  
    cout << "a.x:" << a.x << endl;  
    cout << "a.z:" << a.z << endl;  
    input.close(); }
```

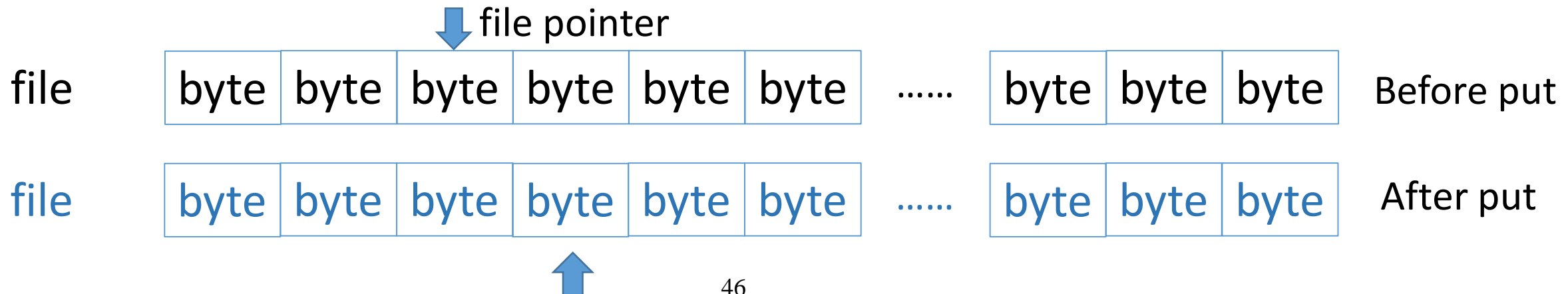
```
class A { public: A() { x = 0x1234; z = 1.234; }  
    int x; double z;  
};  
A a;
```

```
void write_file( ) { fstream output; // Create a file object  
    output.open("scores.txt", ios::out|ios::binary );  
    output.write(reinterpret_cast<char*>(&a.x), sizeof(a.x));  
    output.write(reinterpret_cast<char*>(&a.z), sizeof(a.z));  
    output.close(); }
```

```
void read_file( ) { fstream input; // Create a file object  
    input.open("scores.txt", ios::in|ios::binary );  
    input.read(reinterpret_cast<char*>(&a.x), sizeof(a.x));  
    input.read(reinterpret_cast<char*>(&a.z), sizeof(a.z));  
    cout << "a.x:" << a.x << endl;  
    cout << "a.z:" << a.z << endl;  
    input.close(); }
```

# Random Access

- A file consists of a sequence of bytes.
- A file pointer points to a byte that is to be read.
- It points to the beginning of a file when the file is opened.
- When data are read/write to the file, the file pointer moves forward to the next data item.
- Example: When we put a character using the `put( )` function, the file pointer moves one byte ahead of the previous location.



# seekp, seekg

(note: get and put pointers are the same???)

seekg: for controlling the get pointer

seekp: for controlling the put pointer

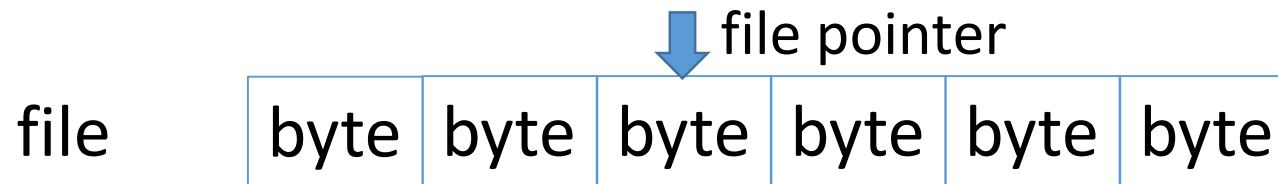
tellg: return the position of the getpointer

tellp: return the position of the put pointer

Statement	Purpose
<code>seekg(128, ios:beg);</code>	Move the get file pointer to 128 <sup>th</sup> byte from the beginning of the file
<code>seekg(-32, ios:cur);</code>	Move the get file pointer to the 32th byte backward from the current get pointer position
<code>seekp(-128, ios:end);</code>	Move the put file pointer to the 128th byte backward from the end of the file
<code>seekp(32);</code>	Move the get file pointer to 128 <sup>th</sup> byte in the file

# seekp, seekg, tellp, tellg

ios::beg	Offset from the beginning of the file
ios::end	Offset from the end of the file
ios::cur	Offset from the current file pointer





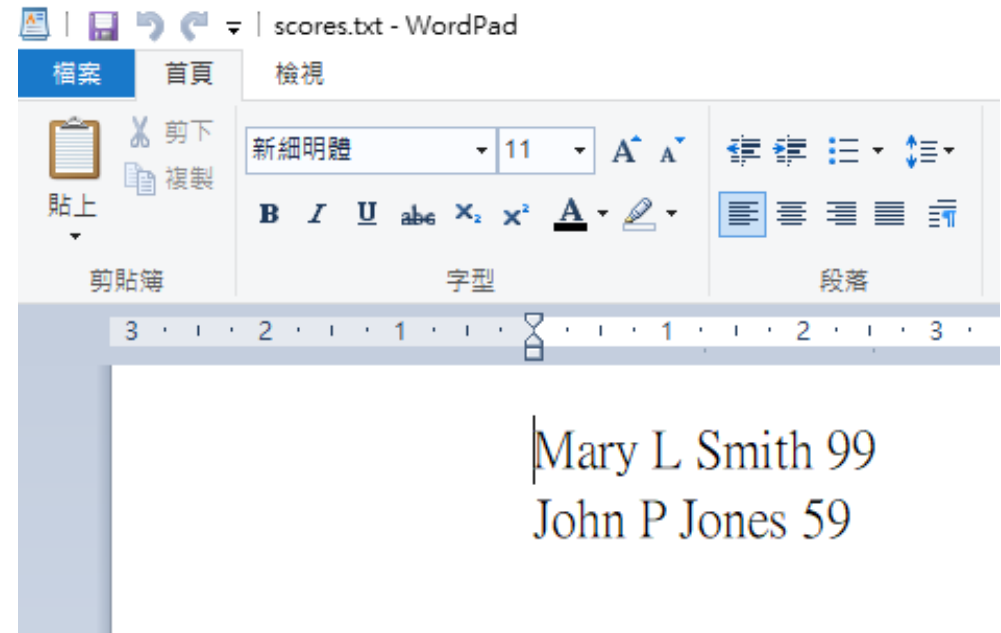
# How to output in hex format

```
fstream input;                                // Create a file object
input.open("scores.txt", ios::in | ios::binary );
input.seekg(0, ios::beg);                      //get file pointer
while (true) {
    char c;
    c = input.get();
    if (input.eof()) break;
    cout << c << endl;                        // in ASCII code
}
```

# An Example

# An Example

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " ";  
        //cout << c << " ";  
        //cout << std::hex << (int)c << endl;  
    }  
}
```



File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) program01 Sign in Live Share

oop\_hello.cpp program01 (Global Scope) read\_file()

```
6 using namespace std;
7
8 void read_file() {
9     fstream input;
10    input.open("scores.txt",
11              ios::in | ios::binary);
12    input.seekg(0, ios::beg);
13    while (true) {
14        char c = input.get();
15        if (input.eof()) break;
16        cout << c << " ";
17        //cout << c << " ";
18        //cout << std::hex << (int)c << endl;
19    }
20 }
21 void test() {
22     read_file();
23 }
24 int main(int argc, char** argv[])
25 {
26     test();
27 }
```

160% 0 1 Ln: 18 Ch: 1 TABS CRLF

Output

Show output from: Build

I>All 141 functions were compiled because no usable IFUN/IUEJ from previous compilation was found.  
I>Finished generating code  
I>program01.vcxproj -> D:\user\wingo\teaching\202302\OOP\_202302\programs\program\_File\_1\_0\Release\program01.exe  
\*\*\*\*\* Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped \*\*\*\*\*

Solution Explorer

Search Solution Explorer (Ctrl+Q)

Solution 'program01' (1 of 1 projects)

- program01
  - References
  - External Dependencies
  - Header Files
  - Resource Files
  - Source Files
    - oop\_hello.cpp

Server Explorer Toolbox Properties

Solution Class Prop Git C...

↑ Add to Source Control

(Ctrl+D) was pressed. Waiting for second key of chord...

```
ary L Smith 99  
John P Jones 59 請按任意鍵繼續 . . .
```

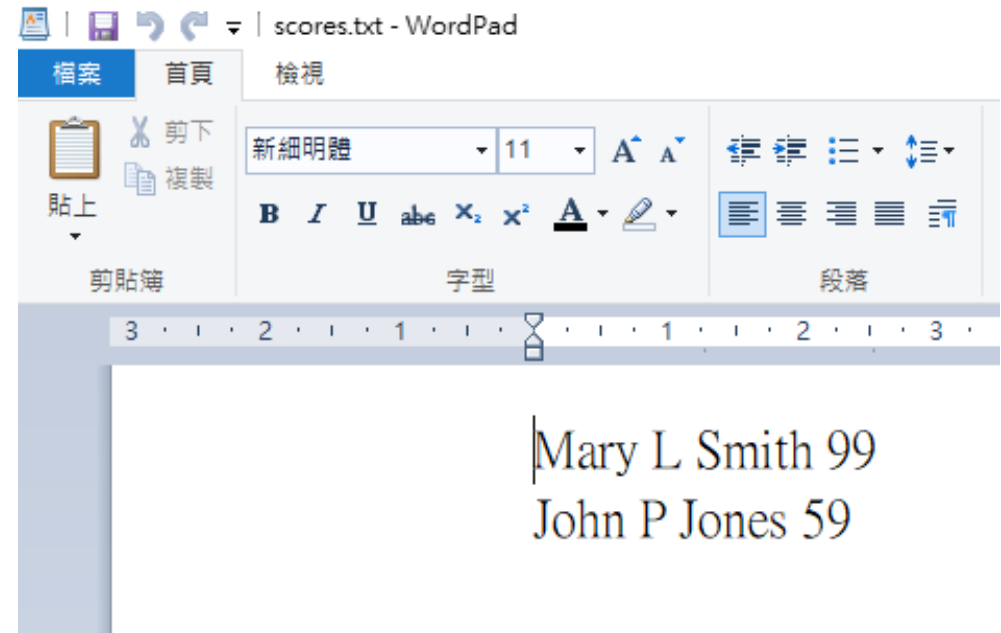
M disappears

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " ";  
    }  
}
```

00:12.95

# An Example

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " " << endl; ←  
        //cout << c << " ";  
        //cout << std::hex << (int)c << endl;  
    }  
}
```



Visual Studio interface showing a C++ program named `oop_hello.cpp` in the `program01` solution.

The code defines a function `read_file()` that reads from a file named `scores.txt` and prints its contents. It uses `fstream` and `ios` to handle file input/output. The `main` function calls `test()`, which in turn calls `read_file()`.

```
6 using namespace std;
7
8 void read_file() {
9     fstream input;
10    input.open("scores.txt",
11              ios::in | ios::binary);
12    input.seekg(0, ios::beg);
13    while (true) {
14        char c = input.get();
15        if (input.eof()) break;
16        cout << c << " " << endl;
17        //cout << c << " ";
18        //cout << std::hex <<
19    }
20 }
21 void test() {
22     read_file();
23 }
24 int main(int argc, char** argv[])
25 {
26     test();
27 }
```

The Output window shows the following build output:

```
Show output from: Build
1> 4 of 142 functions (2.8%) were compiled, the rest were copied from previous compilation.
1> 1 functions were new in current compilation
1> 12 functions had inline decision re-evaluated but remain unchanged
1> Finished generating code
```

M appears

Can you explain what happens?

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " " << endl;  
    }  
}
```

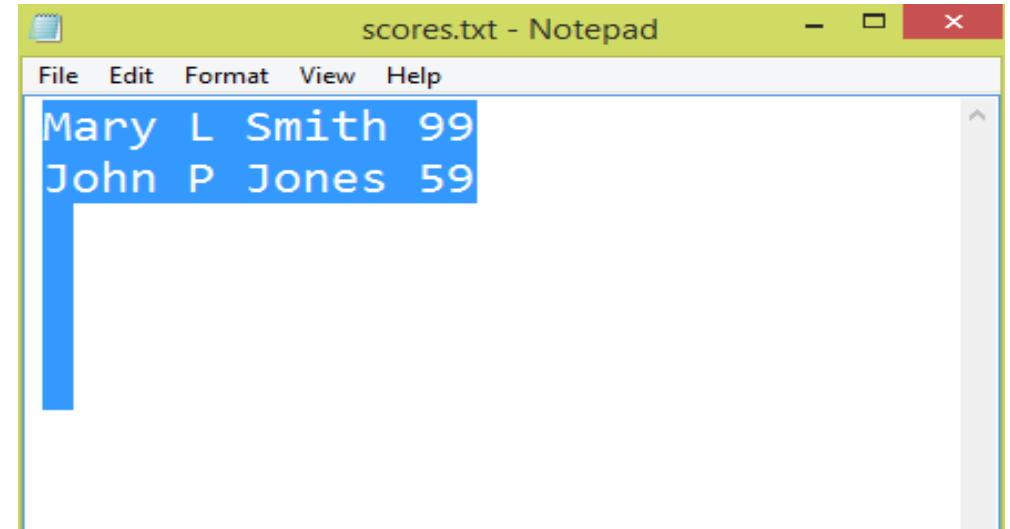
00:11:20



# An Example

# How to output in hex format

```
fstream input;
input.open("scores.txt",
    ios::in|ios::binary );
input.seekg(0, ios::beg);
while (true) {
    char c = input.get();
    if (input.eof()) break;
    cout << std::hex << (int) c << " ";
}
```



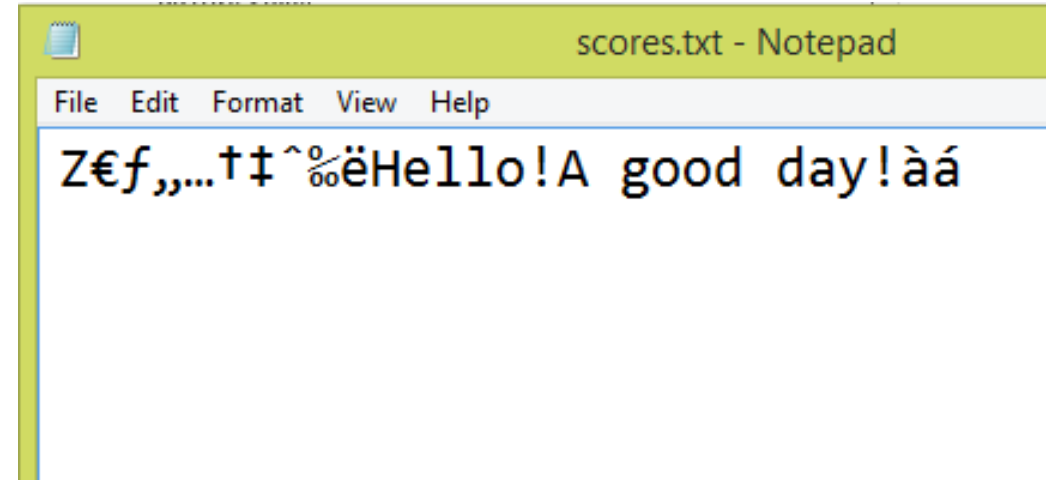
```
4d 61 72 79 20 4c 20 53 6d 69 74 68 20 39 39 d
a 4a 6f 68 6e 20 50 20 4a 6f 6e 65 73 20 35 39
d a 20 d a 20 d a 20 d a 20
```

The ASCII code of M appears!

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f	
4d	61	72	79	20	4c	20	53	6d	69	74	68	20	39	39	0d	Mary L Smith 99.
0a	4a	6f	68	6e	20	50	20	4a	6f	6e	65	73	20	35	39	.John P Jones 59
0d	0a	20	0d	0a	20	0d	0a	20	0d	0a	20	..	..	..	..	.. .. .. ..

# How to output in hex format

```
fstream input;
input.open("scores.txt",
    ios::in|ios::binary );
input.seekg(0, ios::beg);
while (true) {
    char c = input.get();
    if (input.eof()) break;
    cout << std::hex << (int) c << " ";
}
```

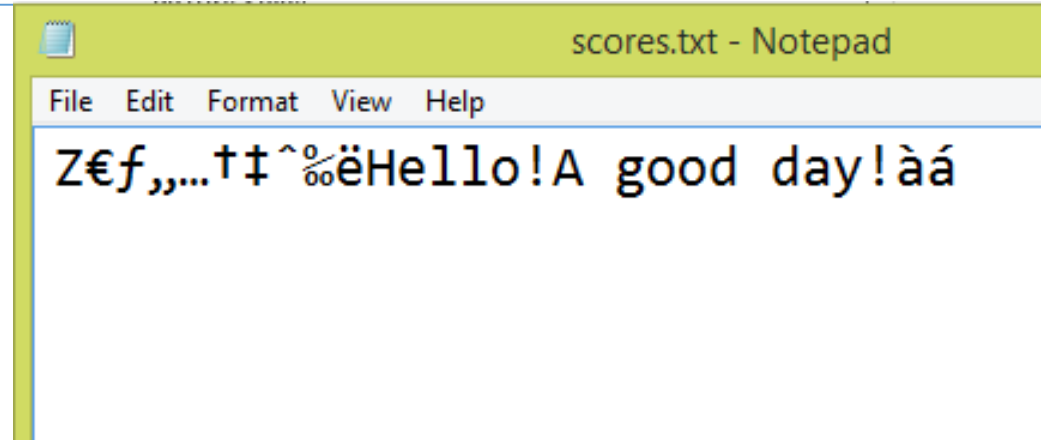


```
5a ffffffff80 ffffffff83 ffffffff84 ffffffff85 ffffffff86 ffffffff87 ffffffff88
fffffff89 ffffffff90 ffffffff9b 48 65 6c 6c 6f 21 41 20 67 6f 6f 64 20
64 61 79 21 fffffffe0 fffffffe1
```

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f	
5a	80	83	84	85	86	87	88	89	90	eb	48	65	6c	6c	6f	Z€f,,...†‡^% ëHello
21	41	20	67	6f	6f	64	20	64	61	79	21	e0	e1	..	..	!A good day!àá..

# How to output in hex format

```
fstream input;
input.open("scores.txt",
    ios::in|ios::binary );
input.seekg(0, ios::beg);
while (true) {
    unsigned char c = input.get();
    if (input.eof()) break;
    cout << std::hex << (unsigned int) c << " ";
}
```



```
5a 80 83 84 85 86 87 88 89 90 eb 48 65 6c 6c 6f
21 41 20 67 6f 6f 64 20 64 61 79 21 e0 e1
```

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f	
5a	80	83	84	85	86	87	88	89	90	eb	48	65	6c	6c	6f	Z€f,,...†‡^% ëHello
21	41	20	67	6f	6f	64	20	64	61	79	21	e0	e1	..	..	!A good day!àá..

# Report file pointers

```
void reportFilePointers()
```

```
{
```

```
    cout << "tellp:" << input.tellp() << endl;
```

```
    cout << "tellg:" << input.tellg() << endl;
```

```
}
```

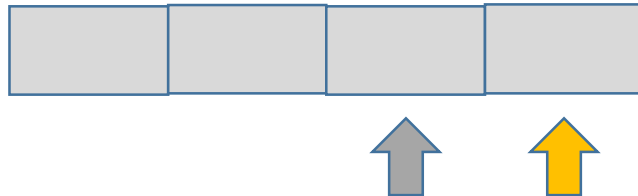
# Report Data

```
void reportData(  
    unsigned char &a1,  
    unsigned char &b1,  
    unsigned char &c1,  
    unsigned char &d1  
)  
{  
    cout << "a1:" << hex << (unsigned short) a1 << endl;  
    cout << "b1:" << hex << (unsigned short) b1 << endl;  
    cout << "c1:" << hex << (unsigned short) c1 << endl;  
    cout << "d1:" << hex << (unsigned short) d1 << endl;  
}
```

# Read a file backward

ios::cur: current position  
ios::end: end position

```
unsigned char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
input.seekg(-1, ios::end);
//
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
input.seekp(-2, ios::cur);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekp(-2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekp(-2, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
```



# Read a file backward

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
unsigned char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(-1, ios::end);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-2, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData(a1, b1, c1, d1)
```

tellp:0  
tellg:0  
tellp:11  
tellg:11  
tellp:12  
tellg:12  
tellp:10  
tellg:10  
a1:3f  
b1:f3  
c1:be  
d1:0

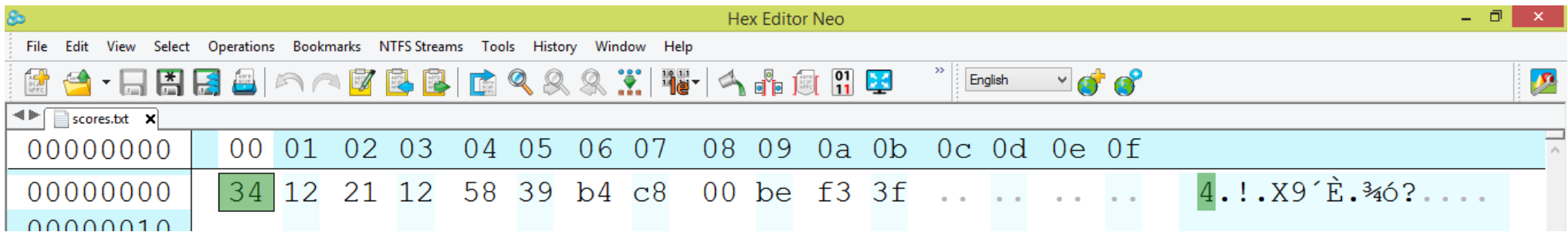


# Read a file backward

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)



→ Memory address increasing direction

The file content in hexadecimal format:  
34 12 21 12 58 39 b4 c8 00 be f3 3f

tellp:0  
tellg:0  
tello:11  
tello:11  
tello:12  
tello:12  
tello:10  
tello:10  
a1:3f  
b1:f3  
c1:be  
d1:0

# Exercise One

## What are the output?

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
unsigned char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(-5, ios::end);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-2, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData(a1, b1, c1, d1)
```

tellp:0  
tellg:0  
tellp:?  
tellg:?  
tellp:?  
tellg:?  
tellp:?  
tellg:?  
a1:?  
b1:?  
c1:?  
d1:?

# Exercise One

## What are the output?

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
unsigned char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(-5, ios::end);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-4, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(3, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData(a1, b1, c1, d1)
```

tellp:0  
tellg:0  
tellp:7  
tellg:7  
tellp:8  
tellg:8  
tellp:4  
tellg:4  
a1:c8  
b1:58  
c1:c8  
d1:3f

# Supplemental Materials

# Report Data

```
void reportData(  
    unsigned char &a1,  
    unsigned char &b1,  
    unsigned char &c1,  
    unsigned char &d1  
)  
{  
    cout << "a1:" << hex << (unsigned short) a1 << endl;  
    cout << "b1:" << hex << (unsigned short) b1 << endl;  
    cout << "c1:" << hex << (unsigned short) c1 << endl;  
    cout << "d1:" << hex << (unsigned short) d1 << endl;  
}
```

# Absolute filename

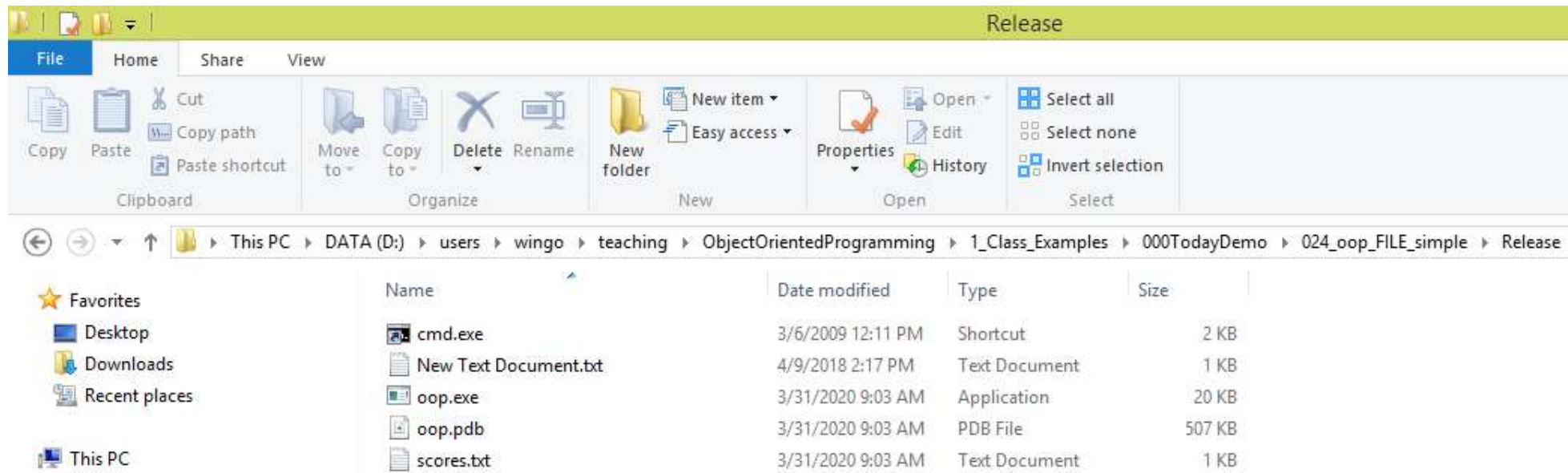
In a file system, a file is placed in a directory.

An ***absolute file name*** contains a file name with its **path and drive letter**.

For example, the *exe* file is placed in

**D:\teaching\OOP\1\_Class\_Examples\024\_oop\_FILE\_simple\Release.**

**D: is the drive letter.** Absolute file names are machine-dependent (Platform dependent).



# Including \ in file names

The backslash (\) is the directory separator for Windows. To output the backslash character, we must write \\.

For example:

```
output.open("d:\\OOP_test\\student_scores.txt");
```

# Relative filename

- We can use **relative file name without drive letters**.
  - platform free
- The directory of the relative filename can be specified as follows:

`./` ; the current directory

`../` ; the parent directory of the current directory

`../filename`

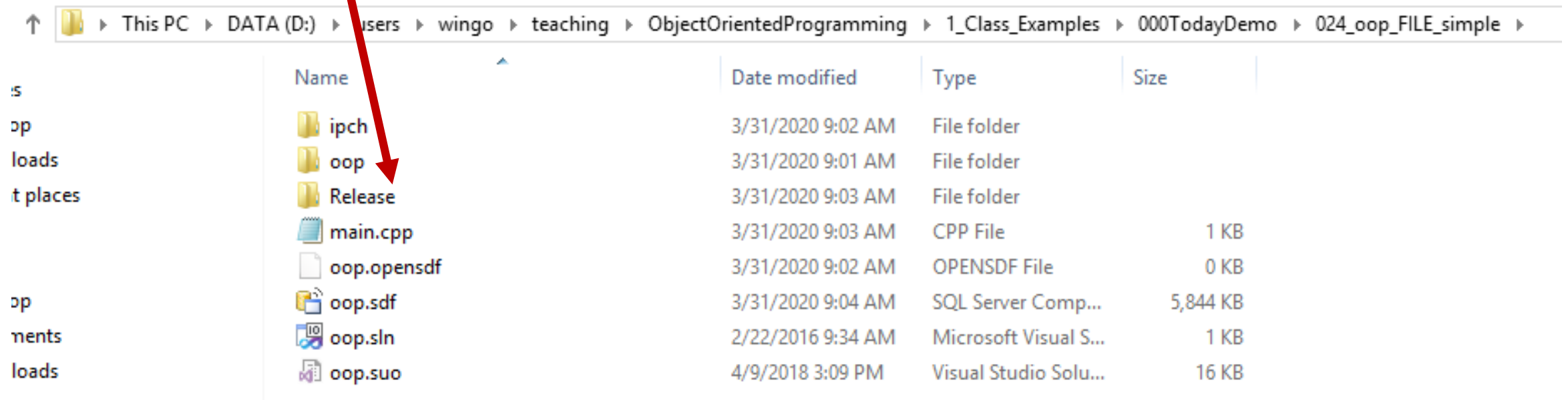


# Relative filename

./ ; the current directory, i.e., 024\_oop\_FILE\_simple

../ ; we will go to the folder: 000TodayDemo

./Release/opp.exe ; the opp.exe file in the Release folder



# Examples for Relative file paths

./oop.sln

./main.cpp

./Release/scores.txt

../../Example2/Release/oop2.exe      // climb up and down the **directory**  
// **hierarchy** to get oop2.exe

↑ This PC ▸ DATA (D:) ▸ users ▸ wingo ▸ teaching ▸ ObjectOrientedProgramming ▸ 1_Class_Examples ▸ 000TodayDemo ▸ 024_oop_FILE_simple ▸				
	Name	Date modified	Type	Size
is	ipch	3/31/2020 9:02 AM	File folder	
op	oop	3/31/2020 9:01 AM	File folder	
loads	Release	3/31/2020 9:03 AM	File folder	
t places	main.cpp	3/31/2020 9:03 AM	CPP File	1 KB
	oop.opensdf	3/31/2020 9:02 AM	OPENSDF File	0 KB
op	oop.sdf	3/31/2020 9:04 AM	SQL Server Comp...	5,844 KB
nents	oop.sln	2/22/2016 9:34 AM	Microsoft Visual S...	1 KB
loads	oop.suo	4/9/2018 3:09 PM	Visual Studio Solu...	16 KB

# Testing File Existence

- We should check whether a file exists before performing operations on it.
- We can invoke the `fail()` function after invoking the `open` function.
- If the return value of `fail()` is `true`, it indicates that the file does not exist.

```
ifstream input("student_scores.txt");  
if ( input.fail() ) { //cannot open file }
```

# The get function

Invoke the **get** function on **an input object** to read a character.

```
void readFile_UsingGet( ) {
    ifstream input;           // Create a file object
    input.open("use_put.txt"); // Open or create a file for writing

    string msg;

    int c = 0;
    char ch;
    while (true) {
        input.get(ch);
        if (input.eof()) break;
        msg += ch; // append ch to the end of the string in msg
    }
    cout << "str size:" << msg.size() << endl;
    cout << "str:" << msg << endl;

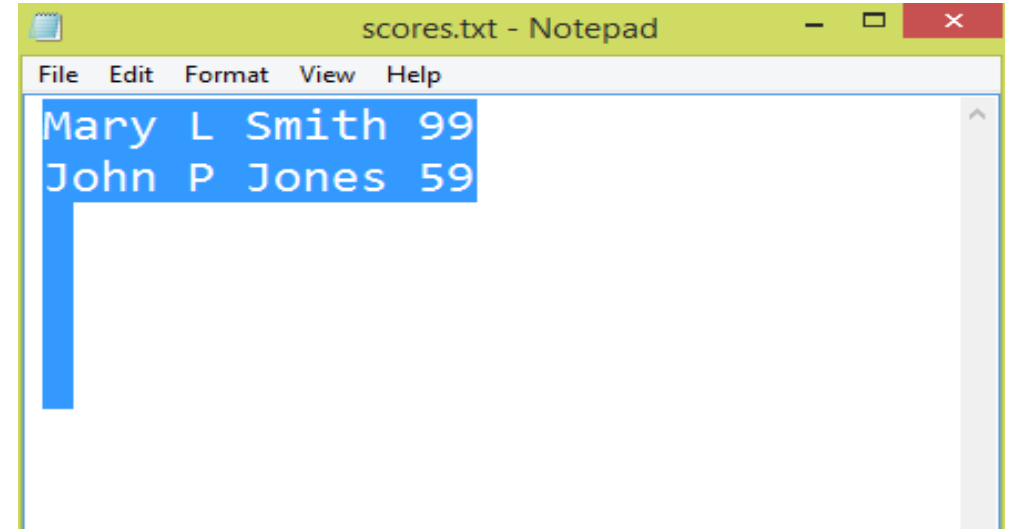
    input.close();
}
```

str size:23

str:Using the put function.

# How to output in hex format

```
fstream input;
input.open("scores.txt",
    ios::in|ios::binary );
input.seekg(0, ios::beg);
while (true) {
    char c = input.get();
    if (input.eof()) break;
    cout << c << " ";
}
```



a r y L S m i t h 9 9  
J o h n P J o n e s 5 9

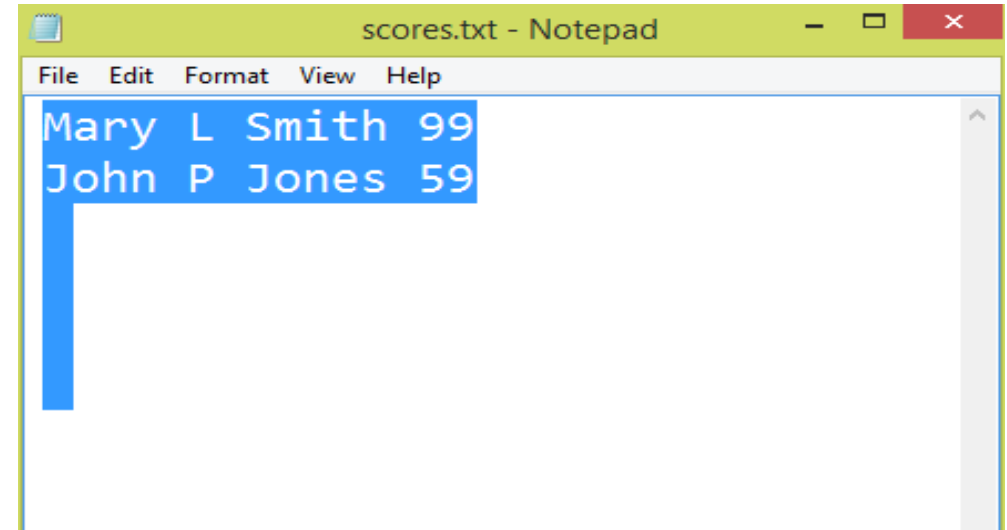
**M is missing!**

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f	
4d	61	72	79	20	4c	20	53	6d	69	74	68	20	39	39	0d	Mary L Smith 99.
0a	4a	6f	68	6e	20	50	20	4a	6f	6e	65	73	20	35	39	.John P Jones 59
0d	0a	20	0d	0a	20	0d	0a	20	0d	0a	20	..	..	..	..	.. .. .

# How to output in hex format

```
fstream input;
input.open("scores.txt",
    ios::in|ios::binary );
input.seekg(0, ios::beg);
while (true) {
    char c = input.get();
    if (input.eof()) break;
    cout << std::hex << c << " ";
}
```

c is a char!



a r y L S m i t h 9 9  
J o h n P J o n e s 5 9

00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f	
4d	61	72	79	20	4c	20	53	6d	69	74	68	20	39	39	0d	Mary L Smith 99.
0a	4a	6f	68	6e	20	50	20	4a	6f	6e	65	73	20	35	39	.John P Jones 59
0d	0a	20	0d	0a	20	0d	0a	20	0d	0a	20	..	..	..	..	.. .. .. ..

# Exercise Two

## What are the output?

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(-5, ios::end);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-2, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData_signed_char(a1, b1, c1, d1)
```

tellp:0  
tellg:0  
tellp:?  
tellg:?  
tellp:?  
tellg:?  
tellp:?  
tellg:?  
a1:?  
b1:?  
c1:?  
d1:?

# Report Data

```
void reportData_signed_char (
char &a1,
char &b1,
char &c1,
char &d1
)
{
    cout << "a1:" << hex << (short) a1 << endl;
    cout << "b1:" << hex << (short) b1 << endl;
    cout << "c1:" << hex << (short) c1 << endl;
    cout << "d1:" << hex << (short) d1 << endl;
}
```



# Exercise Two

## What are the output?

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(-5, ios::end);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-4, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(3, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData_signed_char(a1, b1, c1, d1)
```

tellp:0  
tellg:0  
tellp:7  
tellg:7  
tellp:8  
tellg:8  
tellp:4  
tellg:4  
a1:ffc8  
b1:58  
c1:ffc8  
d1:3f

# What happens if we make a mistake?

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
unsigned char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(1, ios::end); // wrong, out of bound
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-2, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData(a1, b1, c1, d1)
```

a1:bf

b1:0

c1:2d

d1:6

These  
numbers  
cannot be  
found in  
the file,  
except for  
0.

# What happens if we make a mistake?

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
unsigned char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(1, ios::end); // wrong, out of bound
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-2, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData(a1, b1, c1, d1)
```

tellp:0  
tellg:0  
tellp:13  
tellg:13  
tellp:-1  
tellg:-1  
tellp:-1  
tellg:-1  
a1:bf  
b1:0  
c1:2d  
d1:6

# What happens if we make a mistake?

The file content in hexadecimal format:

34 12 21 12 58 39 b4 c8 00 be f3 3f

0 1 2 3 4 5 6 7 8 9 10 11 (address)

```
unsigned char a1, b1, c1, d1;
fstream input; // Create a file object
input.open(cn_fileName, ios::in|ios::binary );
reportfilePointers(input);
input.seekg(1, ios::end); // wrong, out of bound
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&a1), sizeof(a1));
reportfilePointers(input);
input.seekg(-2, ios::cur);
reportfilePointers(input);
input.read(reinterpret_cast<char*>(&b1), sizeof(b1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&c1), sizeof(c1));
input.seekg(-2, ios::cur);
input.read(reinterpret_cast<char*>(&d1), sizeof(d1));
reportData(a1, b1, c1, d1)
```

What is the  
value in  
decimal for  
the signed  
char bf?  
Need two's  
complement.

tellp:0  
tellg:0  
tellp:13  
tellg:13  
tellp:-1  
tellg:-1  
tellp:-1  
tellg:-1  
a1:bf  
b1:0  
c1:2d  
d1:6

# Binary numbers

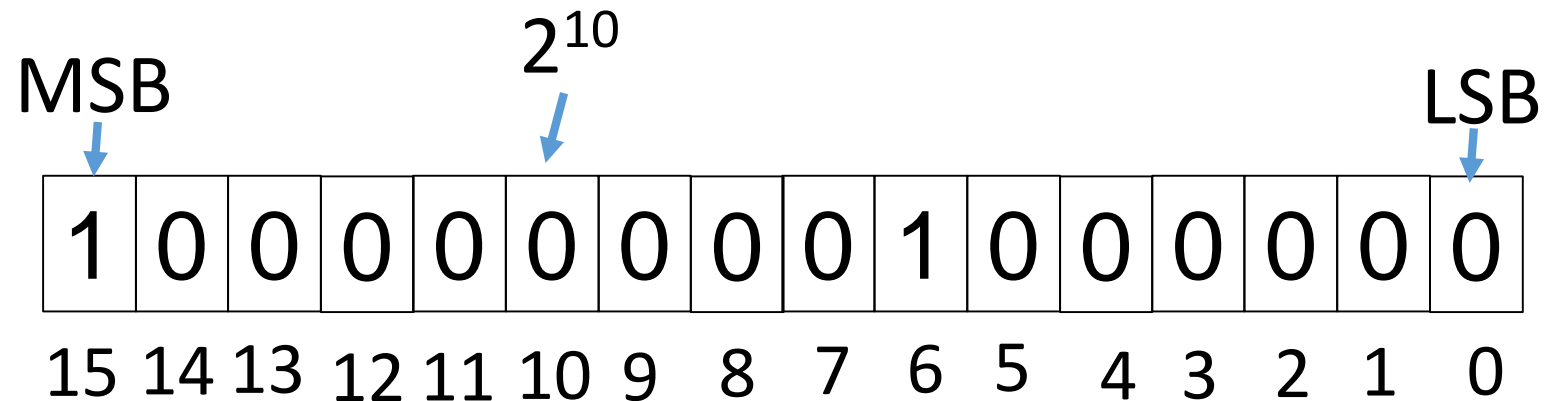
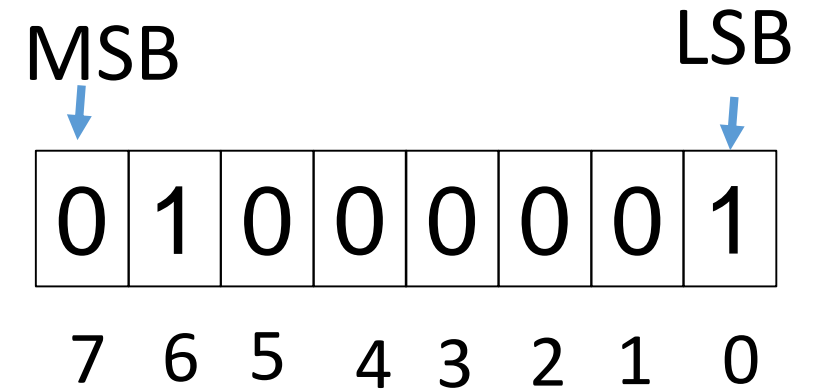
Digits: 1 (true) or 0 (false)

MSB: most significant bit

LSB: least significant bit

Bit numbering:

Position value.



# Hexadecimal digits

Decimal	Hex	Decimal	Hex
0		10	A
1		11	B
2		12	C
3		13	D
4		14	E
5		15	F
6			
7			
8			
9			

## Examples:

21 (Dec) = 15 (Hex)

16 (Dec) = 10 (Hex)

32 (Dec) = 20 (Hex)

257 (Dec) = 101 (Hex)



Position value: 256

# Hexadecimal digits

Decimal	Hex	Decimal	Hex
0		10	A
1		11	B
2		12	C
3		13	D
4		14	E
5		15	F
6			
7			
8			
9			

1001 1010 (Bin)

= 9 A (Hex)

1111 0011 1101 0001 (Bin)

= F 3 D 1 (Hex)

F3D1 (Hex)

It has two bytes, F3 and D1.

# Hexadecimal digits

Decimal	Hex	Decimal	Hex
0		10	A
1		11	B
2		12	C
3		13	D
4		14	E
5		15	F
6			
7			
8			
9			

1D2B4A5F (Hex)

Most significant byte: 1D

Least significant byte: 5F



# Endianness

Endianness: is the sequential order in which bytes are arranged into larger numerical values when stored in memory or when transmitted over digital links.

Big endian: whenever addressing memory, or sending or storing words byte-wise, the most significant byte is stored first.

Big endian: whenever addressing memory, or sending or storing words byte-wise, the least significant byte is stored first.

Source: wiki

# Endianness

Big endian: whenever addressing memory, or sending or storing words byte-wise, the most significant byte is stored first (has the lowest address). Example:

0x12345678 (in C++)

Store to memory: 12 34 56 78  
                    —————→ Memory address

Little endian: whenever addressing memory, or sending or storing words byte-wise, the least significant byte is stored first (the lowest address). Example:

0x12345678 (in C++)

Store to memory: 78 56 34 12  
                    —————→ Memory address

Source: wiki

# Endianness

1D2B4A5F (Hex) : 1D has the highest position value  
: 5F has the lowest position value

Most significant byte: 1D

Least significant byte: 5F

In memory, memory increasing from left to right

Big Endian: 1D 2B 4A 5F (LSB has the highest address)

Little Endian: 5F 4A 2B 1D (MSB has the highest address)

# Two's complement for unsigned integers

10 (Dec)

= 0A (Hex)

= 0000 1010 (Bin)

-10 (Dec)

= -0A (Hex) ?

= -0000 1010 (Bin)?

# Two's complement for unsigned integers

10 (Dec)

= 0A (Hex)

= 0000 1010 (Bin)

-10 (Dec)

= -0A (Hex) ?

= -0000 1010 (Bin)?

10 (Dec)

= 0A (Hex)

= 0000 1010 (Bin)

Invert the bits =>

1111 0101

Add 1 to the result =>

**1**111 0110

# Two's complement for unsigned integers

-10 (Dec)

= -0A (Hex) ?

= -0000 1010 (Bin)?

10 (Dec)

= 0A (Hex)

= 0000 1010 (Bin)

Invert the bits =>

1111 0101

Add 1 to the result =>

**1**111 0110

MSB:  
Sign bit

# Two's complement for unsigned integers

If MSByte > 7,  
the number is  
negative.

MSB:  
Sign bit

10 (Dec)

= 0A (Hex)

= 0000 1010 (Bin)

Invert the bits =>

1111 0101

Add 1 to the result =>

**1**111 0110

# Example

```
short int a = 7;  
short int b = -7;  
  
cout << "a:" << a << endl;  
cout << "a(hex) :" << hex << a << endl;  
  
cout << "b:" << dec << b << endl;  
cout << "b(hex) :" << hex << b << endl;
```

Output:

```
a:7  
a(hex) :7  
b:-7  
b(hex) :fff9
```

7 (Dec)

0000 0111 (Bin)

0000 0000 0000 0111

Invert bits

1111 1111 1111 1000

Add 1

1111 1111 1111 1001

=>

f f f 9

2 bytes



# Example

```
int a = 7;
int b = -7;

cout << "a:" << a << endl;
cout << "a(hex) :" << hex << a << endl;

cout << "b:" << dec << b << endl;
cout << "b(hex) :" << hex << b << endl;
```

Output:

```
a:7
a(hex) :7
b:-7
b(hex) :ffffff9
```

7 (Dec)

0000 0111 (Bin)

0000 0000 0000 0000  
0000 0000 0000 0111

Invert bits

1111 1111 1111 1111  
1111 1111 1111 1000

Add 1

1111 1111 1111 1111  
1111 1111 1111 1001

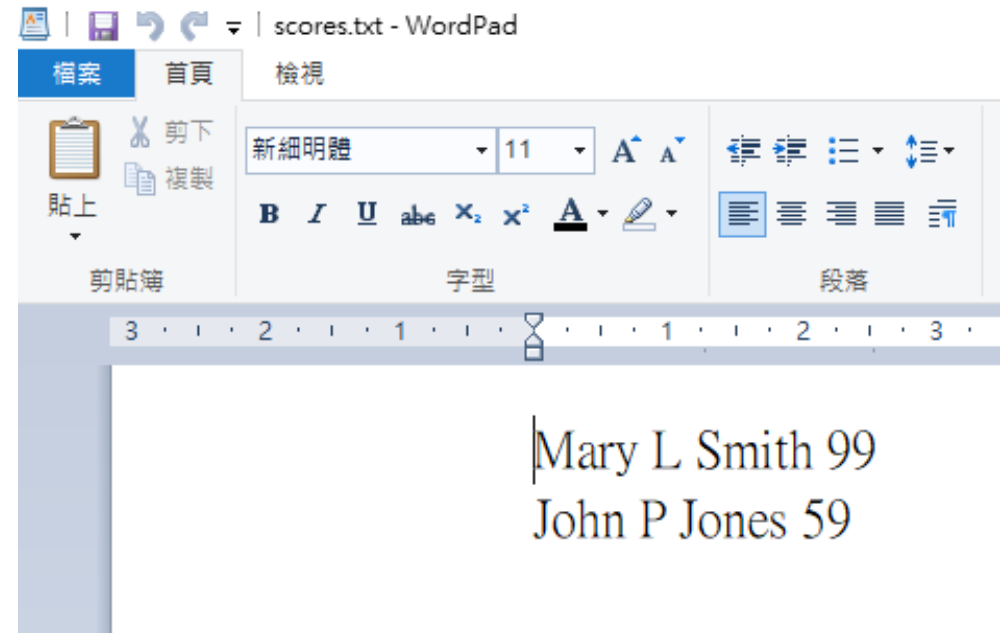
=>

ffffff9

Four bytes

# An Example

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " ";  
        //cout << c << " ";  
        //cout << std::hex << (int)c << endl;  
    }  
}
```



File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) program01 Sign in Live Share

oop\_hello.cpp program01 (Global Scope) read\_file()

```
6 using namespace std;
7
8 void read_file() {
9     fstream input;
10    input.open("scores.txt",
11              ios::in | ios::binary);
12    input.seekg(0, ios::beg);
13    while (true) {
14        char c = input.get();
15        if (input.eof()) break;
16        cout << c << " ";
17        //cout << c << " ";
18        //cout << std::hex << (int)c << endl;
19    }
20 }
21 void test() {
22     read_file();
23 }
24 int main(int argc, char** argv[])
25 {
26     test();
27 }
```

160% 0 1 Ln: 18 Ch: 1 TABS CRLF

Output

Show output from: Build

```
I>All 141 functions were compiled because no usable IFUN/IUEJ from previous compilation was found.
I>Finished generating code
I>program01.vcxproj -> D:\user\wingo\teaching\202302\OOP_202302\programs\program_File_1_0\Release\program01.exe
***** Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped *****
```

Solution Explorer

Search Solution Explorer (Ctrl+Q)

- Solution 'program01' (1 of 1 projects)
- program01
  - References
  - External Dependencies
  - Header Files
  - Resource Files
  - Source Files
    - oop\_hello.cpp

Server Explorer Toolbox Properties

Solution Class Properties Git

↑ Add to Source Control

(Ctrl+D) was pressed. Waiting for second key of chord...

```
ary L Smith 99  
John P Jones 59 請按任意鍵繼續 . . .
```

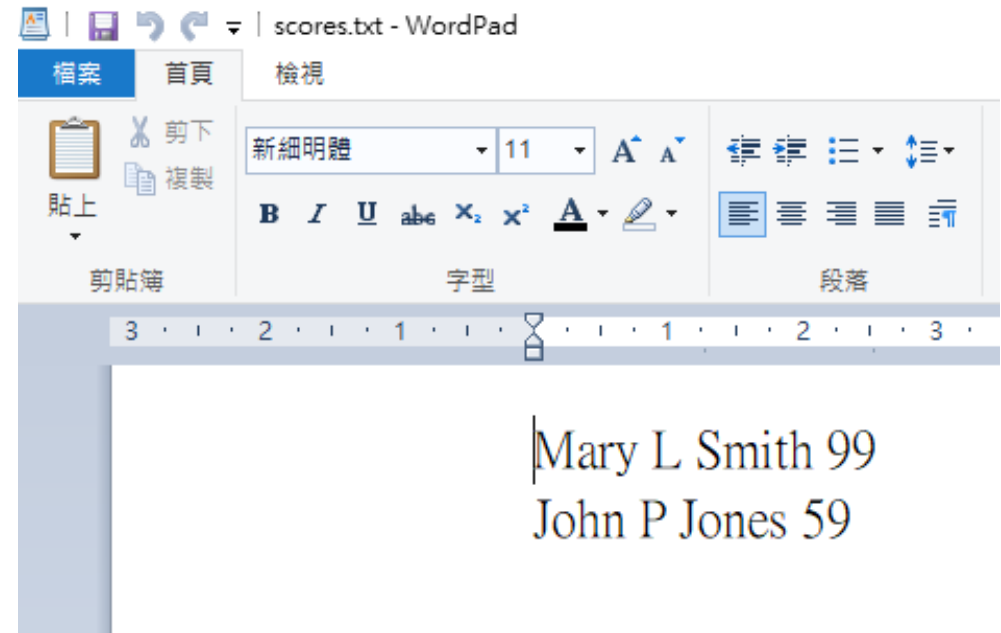
M disappears

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " ";  
    }  
}
```

00:12.95

# An Example

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " " << endl; ←  
        //cout << c << " ";  
        //cout << std::hex << (int)c << endl;  
    }  
}
```



Visual Studio interface showing a C++ program named `oop_hello.cpp` in the `program01` solution.

The code defines a function `read_file()` that reads a file named `scores.txt` and prints its contents. It uses `fstream` for file input and `cout` for output. The `main` function calls `test()`, which in turn calls `read_file()`.

```
6 using namespace std;
7
8 void read_file() {
9     fstream input;
10    input.open("scores.txt",
11               ios::in | ios::binary);
12    input.seekg(0, ios::beg);
13    while (true) {
14        char c = input.get();
15        if (input.eof()) break;
16        cout << c << " " << endl;
17        //cout << c << " ";
18        //cout << std::hex <<
19    }
20 }
21 void test() {
22     read_file();
23 }
24 int main(int argc, char** argv[])
25 {
26     test();
27 }
```

The Output window shows the build results:

```
Show output from: Build
1> 4 of 142 functions (2.8%) were compiled, the rest were copied from previous compilation.
1> 1 functions were new in current compilation
1> 12 functions had inline decision re-evaluated but remain unchanged
1> Finished generating code
```

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) program01
D:\user\wingo\teaching\202302\OOP_202302\programs\program_File_I_O\Release\program01.exe

M
a
r
y
L
S
m
i
t
h
9
9
J
o
h
n
P
J
o

void read_file() {
    fstream input;
    input.open("scores.txt",
        ios::in | ios::binary);
    input.seekg(0, ios::beg);
    while (true) {
        char c = input.get();
        if (input.eof()) break;
        cout << c << " " << endl;
    }
}
```

M appears

Can you explain what happens?

00:11:20

As the character c is output, it can be a special character. The cursor is moved to 'M' and 'M' is cleared.

M 請按任意鍵繼續 . . . .

M appears

```
void read_file() {  
    fstream input;  
    input.open("scores.txt",  
        ios::in | ios::binary);  
    input.seekg(0, ios::beg);  
    while (true) {  
        char c = input.get();  
        if (input.eof()) break;  
        cout << c << " "; break;  
    }  
}
```