TeamsCode Reading Input Files

To read from a .txt file, you first must have the file name and the path to the file. The file name is given for each problem at the top of the page.

The path is where the file is located on your computer. This is different between PC and Mac computers, but the same for each of the four languages (Java, C++, C#, and Python).

Before the contest starts, each team will copy a folder containing the sample inputs for each problem to their desktop, which teams can use to test their solution. The sample input files and judge input files both have the same name but different paths.

To read input from the sample files, use the following code:

PC:

```
String path = "C:\\Users\\accountname\\Desktop\\SampleFiles\\"
```

Mac:

```
String path = "/Users/accountname/Desktop/SampleFiles/"
```

Where "accountname" is the name of your account (e.g. "mattl")

When you are ready to have a judge score your solution, change the code to:

PC:

```
String path = "E:\\JudgeFiles\\"
```

Mac:

```
String path = "/Volumes/drivename/JudgeFiles/"
```

Where "drivename" is the name of the drive (e.g. "CGFPC")

Java

```java
import java.util.Scanner;
import java.io.File;
import java.io.FileNotFoundException;
public static void main(String[] args) throws FileNotFoundException {
            /* use the code from page 1 for the path */
        Scanner file = new Scanner(new File(path + "filename.txt"));
        int num = file.nextInt();
        String word = file.next();
        String line = file.nextLine()
}
```

C++

```cpp
#include <iostream>
#include <fstream>
int main () {
    /* use the code from page 1 for the path */
        ifstream file (path + "filename.txt");
        if (file.is_open()) {
                string temp;
                string word;
                file.get();
                getLine(file, temp);
                file >> word;
        }
}
```

C#

```csharp
using System.IO;
static void Main () {
                /* use the code from page 1 for the path */
        StreamReader file = new StreamReader (path + "filename.txt");
        string line = file.readLine();
        string[] words = line.Split(' ');
}
```

Python

```python
import os
def main():
            # use the code from page 1 for the path but without "String"
        file = open (os.path.join(path, "filename.txt"), "r")
        word = file.read()
        line = file.readline()

if __name__ == "__main__":
        main()
```