

# 601.220 Intermediate Programming

C++ Intro to OO

# C++ class - an overview

- We use classes to define new data types
- These are like structs, but include functions that operate directly on the fields
- Classes add protection levels for the fields and functions (e.g., private) to provide data hiding and encapsulation - good object-oriented principles
- Special functions called *constructors* are used to initialize class objects (also called *instances* - variables declared to be of a class type)
- Special functions called *destructors* are used to perform clean-up operations just before the lifetime of a class instance ends
- We can use inheritance to define a class by extending an existing class

# C++ I/O refresher

`iostream` is the main C++ library for input and output

```
#include <iostream>
```

```
using std::cin;    // default input stream  
using std::cout;   // default output stream  
using std::endl;   // end of line, flushes buffer
```

also

```
using std::cerr;   // default error output stream
```

`<<` is the stream insertion operator; used for output

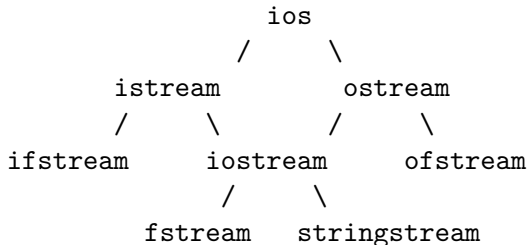
`>>` is the stream extraction operator; used for input

# C++ File I/O

- In C, printf wrote to stdout and scanf read from stdin
  - fprintf and fscanf were their counterparts for files
- In C++, we have std::cout and std::cin
  - std::ofstream and std::ifstream are their counterparts for files
  - These are defined in the file-stream header
    - `#include <fstream>`
  - and define classes:
    - ofstream: for writing to a file (inherits from ostream)
    - ifstream: for reading from a file (inherits from istream)
    - fstream: for reading and writing to/from a file (inherits from ostream and istream)

## C++ stream class hierarchy

Inheritance: class A inherits from class B if every class A object “is-a” class B object also.



# C++ I/O class relationships

- istream and ostream are both derived from ios
- iostream inherits from both istream and ostream
  - multiple inheritance is allowed in C++
- stream extraction operator (>>) defined for all istreams
- stream insertion operator (<<) defined for all ostream
- fstream and stringstream are both derived from iostream
  - can use both >> and << on them for input or output

# C++ ofstream usage

```
// io1.cpp:
#include <iostream>
#include <fstream>
int main(){
    std::ofstream ofile( "hello.txt" );
    if (!ofile.is_open()) {
        return 1;
    }
    ofile << "Hello, World!" << std::endl;
    return 0;
}

$ g++ -c io1.cpp -std=c++11 -pedantic -Wall -Wextra
$ g++ -o io1 io1.o
$ ./io1
$ cat hello.txt
Hello, World!
```

## C++ File Output (std::ofstream)

- ofstream has a constructor taking a string specifying the filename
  - Calling the constructor with a filename string is the same as calling fopen with the filename using a “w” flag
  - Will create a new file or overwrite an existing one
- Since ofstream inherits from ostream, anything we can “<<” to an ostream, we can “<<” to the ofstream
- ofstream has a destructor that closes the file
  - When an ofstream object’s lifetime ends, it automatically closes itself



# C++ istream usage

```
// io2.cpp:
#include <iostream>
#include <fstream>
#include <string>
int main(){
    std::ifstream ifile( "hello.txt" );
    if (!ifile.is_open()) {
        return 1;
    }
    std::string word;
    while( ifile >> word )
        std::cout << word << std::endl;
    return 0;
}

$ g++ -c io2.cpp -std=c++11 -pedantic -Wall -Wextra
$ g++ -o io2 io2.o
$ ./io2
Hello,
World!
```

## C++ File Input (std::ifstream)

- ifstream has a constructor taking a string specifying the filename
  - Calling the constructor with a filenamestring is the same as calling fopen with the filename using a “r” flag
  - The file must already exist
- Since ifstream inherits from istream, anything we can “>>” to an istream, we can “>>” to the ifstream
- ifstream has a destructor that closes the file
  - When an ifstream object’s lifetime ends, it automatically closes itself

# C++ fstream usage

```
// io3.cpp:
#include <iostream>
#include <fstream>
#include <string>

const std::ios::openmode mode =
    std::ios_base::in | std::ios_base::out | std::fstream::app;

int main() {
    std::fstream fs;
    fs.open("data.txt", mode);
    fs << "Hello CS 220" << std::endl;
    fs.clear();
    fs.seekg(0);
    std::string a, b;
    int n;
    fs >> a >> b >> n;
    std::cout << "Read: " << a << " " << b << " " << n << std::endl;
    return 0;
}
```

```
$ g++ -std=c++11 -pedantic -Wall -Wextra io3.cpp -o io3
```

```
$ rm -f data.txt && ./io3
```

```
Read: Hello CS 220
```

```
$ cat data.txt
```

```
Hello CS 220
```

# C++ stringstream strings

`std::stringstream`

Instead of reading or writing to console or file, it reads and writes to a temporary string (“buffer”) stored inside

```
// io4.cpp:
#include <string>
#include <iostream>
#include <sstream>
int main(){
    std::stringstream ss;
    ss << "Hello" << ' ' << 35 << " world";
    std::string word1, word2;
    int num;
    ss >> word1 >> num >> word2;
    std::cout << word1 << ", " << word2 << "!" << std::endl;
    return 0;
}
```

```
$ g++ -c io4.cpp -std=c++11 -pedantic -Wall -Wextra
$ g++ -o io4 io4.o
$ ./io4
```

## C++ stringstream details

- stringstream inherits from istream and ostream, so operators << and >> are defined for reading/writing from/to a stringstream
- use member function .str() to get the string out of the object

# C++ stream class hierarchy

