

Put() and get() functions:

Put():

It is used to output a line of text character by character basis.

get():

There are 2 types of get functions i.e. `get(char*)` and `get(void)` which help to fetch a character including the blank space, tab and a new line character.

Manipulators:

Manipulators are special functions that can be included in the I/O statements to alter the format parameters of a stream.

Following are important manipulators functions:-

Manipulator	Equivalent ios function
<code>setw()</code>	<code>width()</code>
<code>setprecision</code>	<code>precision()</code>
<code>setfill()</code>	<code>fill()</code>
<code>setioflags()</code>	<code>setf()</code>
<code>resetioflags()</code>	<code>unsetf()</code>

// Illustrate a program for writing on a file.

```
#include <iostream>
#include <fstream>
using namespace std;
int main()
{
    ofstream fout;
    fout.open("abc.txt", ios::out);
    fout << "Hello hi";
    fout.close();
}
```

Output inside file:
Hello hi

// Illustrate a program for reading data from file.

```
#include <iostream>
#include <fstream>
using namespace std;
int main()
{
    char a[20];
    ifstream file;
    file.open("abc.txt", ios::in);
    while(!file.eof())
    {
        file >> a;
        cout << a << " ";
    }
    file.close();
}
```

Output:
Hello hi

3.
// Illustrate a program for reading and writing data using put
// and get.

```
#include <iostream>
```

```
#include <string.h>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    char b;
```

```
    cout << "Enter a text:";
```

```
    while (b != '\n')
```

```
    {
```

```
        cin.get(b);
```

```
        cout.put(b);
```

```
    }
```

```
    return 0;
```

```
}
```

Output:

Enter a text: Ram Hari

Ram Hari

4.
// Create a file and store record using manipulators.

```
#include <iostream>  
#include <fstream>  
using namespace std;
```

```
int main()
```

```
{
```

```
    float a = 3.145;
```

```
    ofstream file("Manipulators.txt", ios::out);
```

```
    file.fill('#');
```

```
    file.precision(4);
```

```
    file.width(8);
```

```
    file << a;
```

```
    return 0;
```

```
}
```

Output inside file :

####3.145