



# Introduction to C++ (Season 2)

## Unit 7: File Input and Output

第7单元:出入虽同趣,所向各有宜—文件输入输出

### Section 05 : File Open Mode & Testing File State

第05节: 文件的打开模式与测试文件状态



# fstream and File Open Modes (fstream与文件打开模式)

❖ ofstream : write data;      ifstream : read data

❖ fstream = ofstream + ifstream

- When : uses the same stream object for both input & output. (用一个流对象输入输出)
- How : To open an fstream file, specify a file mode (创建fstream对象, 指定文件模式)

## ❖ The file modes (文件的访问模式)

Mode	Description
<code>ios::in</code>	Opens a file for input. 读模式
<code>ios::out</code>	Opens a file for output. 写模式
<code>ios::app</code>	Appends all output to the end of the file. 追加模式
<code>ios::ate</code>	Opens a file for output. If the file already exists, move to the end of the file. Data can be written anywhere in the file. 打开文件用于输出。若文件存在则光标移至文件尾部。数据可以在任意位置写入
<code>ios::trunc</code>	Discards the file's contents if the file already exists. (This is the default action for <code>ios::out</code> ). 若文件存在则丢弃其内容, 这是 <code>ios::out</code> 的默认方式
<code>ios::binary</code>	Opens a file for binary input and output. 打开文件以二进制模式读写

# Combining Modes (模式组合)

- ❖ Combine several modes (几种模式可以组合在一起)
  - using the | operator (bitwise inclusive OR) (用“位或”运算符)
- ❖ To open an output file "city.txt" for appending data:  
`stream.open("city.txt", ios::out | ios::app);`

# Testing Stream States (测试流状态)

❖ Method 1: eof() and fail()

❖ Method 2: state flags of stream object (用流对象的状态标志位)

❖ Stream State Bit (流状态位)

- These bit values (0 or 1) indicate the state of a stream. (比特值指示流的当前状态)

Bit	When to set
<code>ios::eofbit</code>	Set when the end of an input stream is reached. 到达文件末尾时
<code>ios::failbit</code>	Set when an operation failed. 操作失败时
<code>ios::hardfail</code>	Set when an unrecoverable error occurred. 遇到不可恢复的错误时
<code>ios::badbit</code>	Set when an invalid operation has been attempted. 试图进行非法操作时
<code>ios::goodbit</code>	Set when an operation is successful. 操作成功时

# Stream State Functions(流状态函数)

Function	Description
<code>eof()</code>	Returns true if the <u><b>eofbit</b></u> flag is set.
<code>fail()</code>	Returns true if the <u><b>failbit</b></u> or <u><b>hardfail</b></u> flags is set.
<code>bad()</code>	Returns true if the <u><b>badbit</b></u> is set.
<code>good()</code>	Returns true if the <u><b>goodbit</b></u> is set.
<code>clear()</code>	Clears all flags.