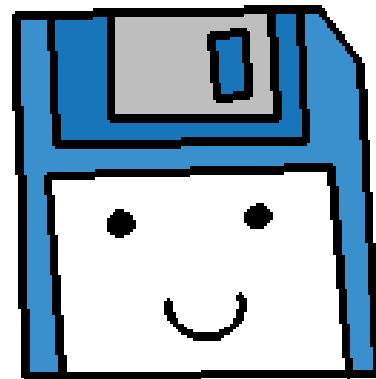




File I/O

Input & Output Streams



cin and cout

We've been using streams to get input and output already, via the **cin** and **cout** commands.

There are also **ifstream** and **ofstream** objects that we can use to stream out-of and in-to text files.

If it's a text format file we can write it out easily --

cin and cout

We've been using streams to get input and output already, via the **cin** and **cout** commands.

There are also **ifstream** and **ofstream** objects that we can use to stream out-of and in-to text files.

If it's a text format file we can write it out easily --

.CSV

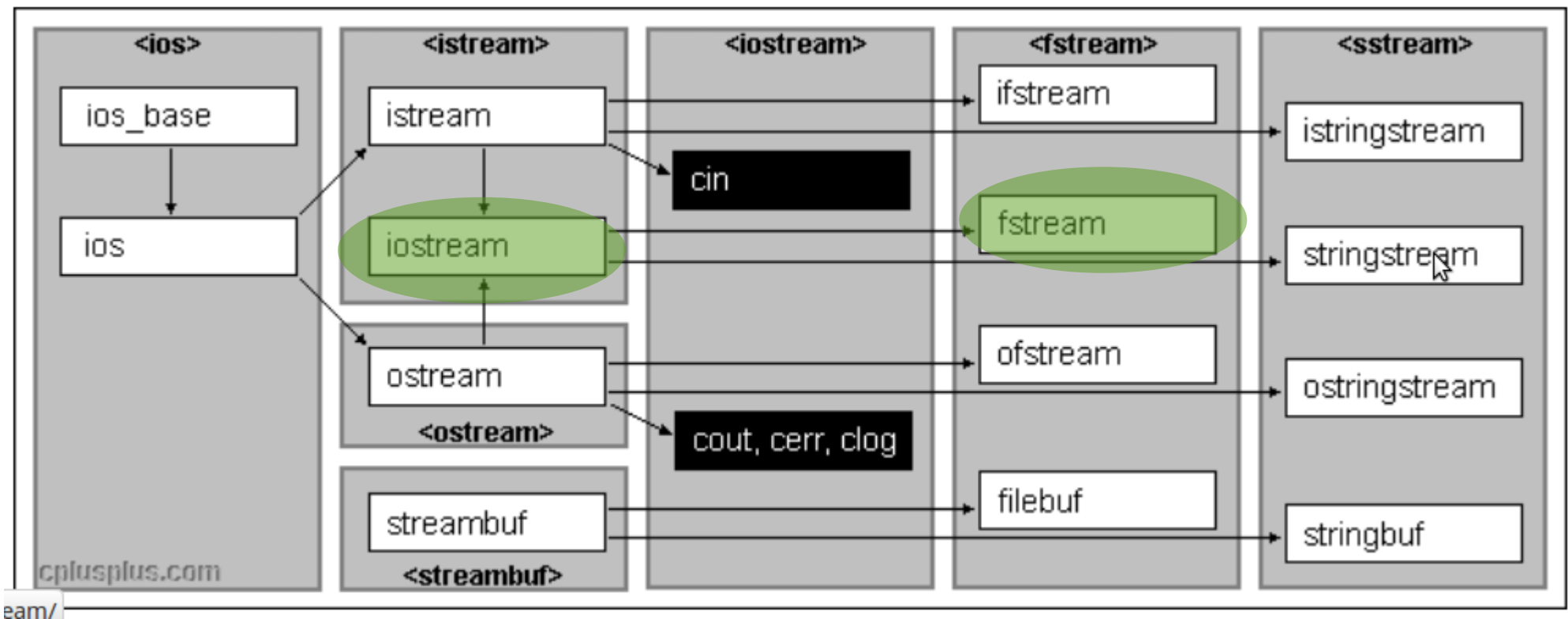
.txt

.html

Even .cpp
If you really wanted to...

cin and cout

cin and **ifstream** are part of the same family, as are **cout** and **ofstream**.



From <http://www.cplusplus.com/reference/iolibrary/>

ifstream and ofstream

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

int main()
{
    string word;
    ofstream output( "Hello.txt" );

    while ( true )
    {
        cout << "Enter a word: ";
        cin >> word;

        cout << word << endl;
        output << word << endl;
    }

    output.close();

    return 0;
}
```

To use **ifstream** (input-file-stream)
and **ofstream** (output-file-stream)

You need to
`#include <fstream>`

Then you can declare an object of
type **ofstream** or **ifstream**.

ofstream

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

int main()
{
    string word;
    ofstream output( "Hello.txt" );

    while ( true )
    {
        cout << "Enter a word: ";
        cin >> word;

        cout << word << endl;
        output << word << endl;
    }

    output.close();

    return 0;
}
```

Outputting to a text file looks similar to outputting to the screen, except to write to the screen we use

```
cout << "Text";
```

But with our file stream, we use the file object that we've created.

```
outputFile << "Text";
```

We declare a **ofstream** variable, and pass in a file name to open.

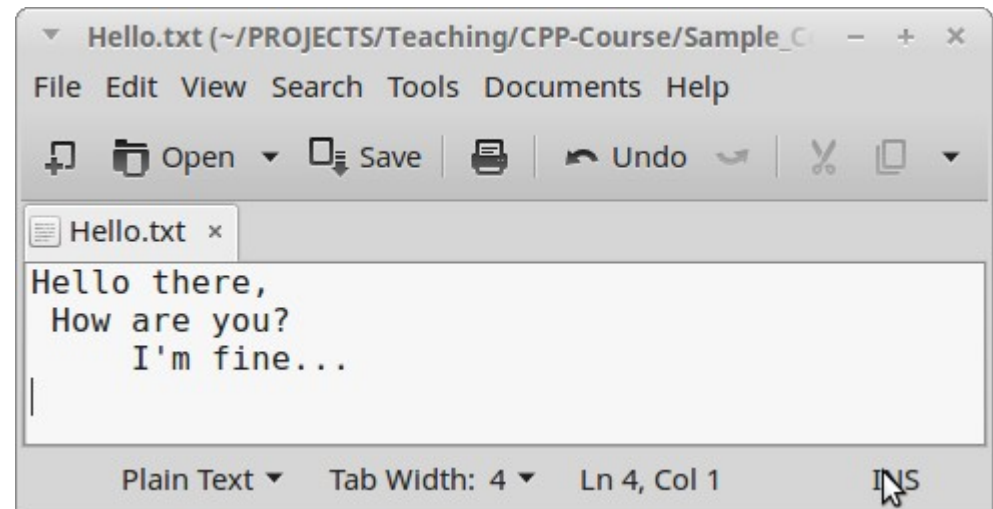
We also need to make sure to close the file once we are done with it.

ofstream

We can also use **endl** with our file output stream, as well as **\t** and **\n**.

```
output << "Hello there,\n How are you?";  
output << endl << "\t I'm fine..." << endl;
```

Then we'll just get a simple text file:



ofstream

But we can also output other file formats, if we follow that file's standards:

```
int main()
{
    string word;
    ofstream output( "WordList.csv" );

    // Header
    output << "ENGLISH,ESPERANTO" << endl;

    // Content
    output << "Red,Rugha" << endl;
    output << "Orange,Orangha" << endl;
    output << "Yello,Flava" << endl;
    output << "Green,Verda" << endl;
    output << "Blue,Blua" << endl;
    output << "Purple,Purpura" << endl;

    output.close();

    return 0;
}
```

CSV (comma-separated-value) files can be opened in Excel or LibreOffice:

	A	B
1	ENGLISH	ESPERANTO
2	Red	<u>Rugha</u>
3	Orange	<u>Orangha</u>
4	<u>Yello</u>	<u>Flava</u>
5	Green	<u>Verda</u>
6	Blue	<u>Blua</u>
7	Purple	<u>Purpura</u>
8		

ofstream

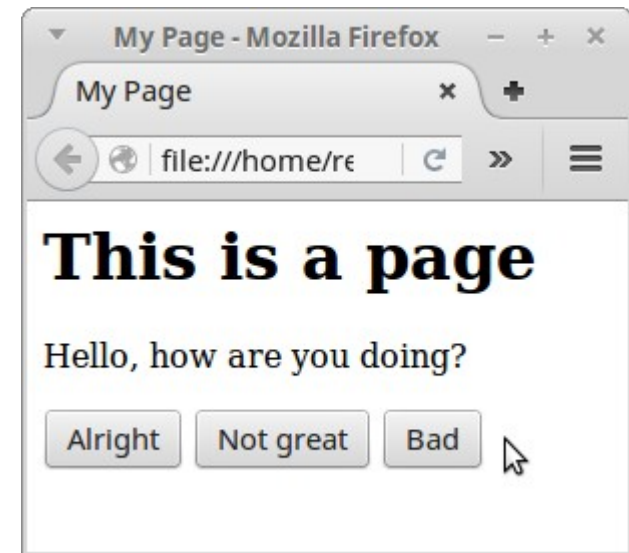
Many file types are just plaintext if you open them up in **notepad** or something similar...

```
int main()
{
    string word;
    ofstream output( "Webpage.html" );

    output << "<html>" << endl;
    output << "<head><title>My Page</title></head>" << endl;
    output << "<body>" << endl;
    output << "<h1>This is a page</h1>" << endl;
    output << "<p>Hello, how are you doing?</p>" << endl;
    output << "<input type='button' value='Alright'>" << endl;
    output << "<input type='button' value='Not great'>" << endl;
    output << "<input type='button' value='Bad'>" << endl;
    output << "</body>" << endl;
    output << "</html>" << endl;

    output.close();

    return 0;
}
```



ofstream

You could even do this if you really wanted to...

```
int main()
{
    string word = "WHY?!?!";
    ofstream output( "Program.cpp" );

    output << "#include <iostream>" << endl;
    output << "using namespace std;" << endl;
    output << "int main() {" << endl;

    for ( int i = 0; i < 100; i++ )
    {
        output << "cout << \"\" << word << \"\" << endl;" << endl;
    }

    output << "return 0;" << endl;
    output << "}" << endl;

    output.close();

    return 0;
}
```


ifstream

On the flip side, you can use **ifstream** to read in a text file.

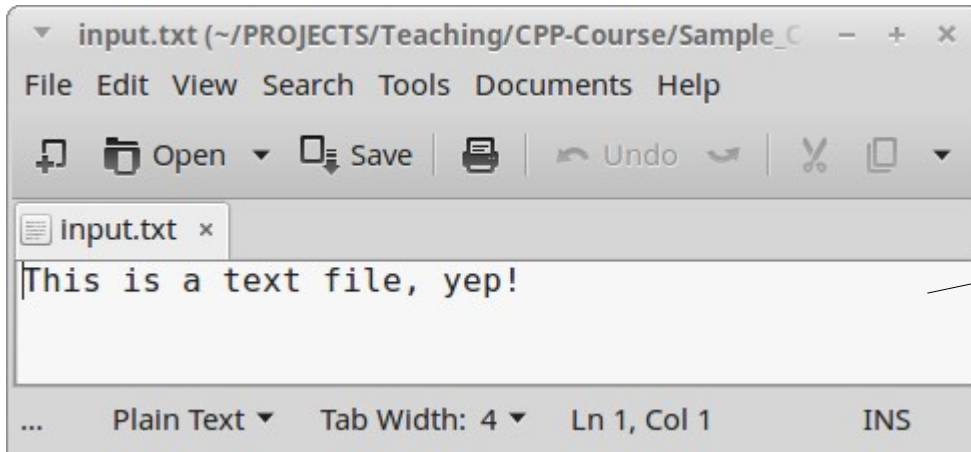
You can load any plaintext file, just like the ones we wrote out, but actually *reading* them is a little more difficult.

Once you load in the file, you have to know how to **parse** it, to get useful information out for your program to use.

(That means, you have to write the logic on how to actually read the file or find a library that does it for you!)

ifstream

Input text file



Program code

```
int main()
{
    string word;
    ifstream infile( "input.txt" );

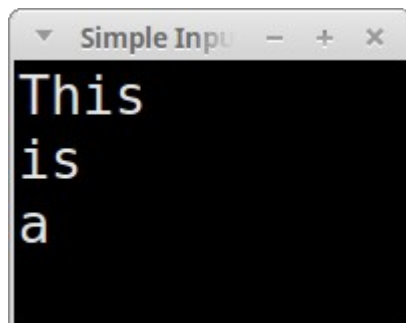
    string words[3];
    infile >> words[0];
    infile >> words[1];
    infile >> words[2];

    infile.close();

    cout << words[0] << endl
         << words[1] << endl
         << words[2] << endl;

    return 0;
}
```

Program output



ifstream

Similar to using **cin** to get input from the user to store into a variable, we can use the **ifstream** variable to load text from a text file into variables.

But we need to declare an **ifstream** object, open a text file, and make sure to close it at the end.

Program code

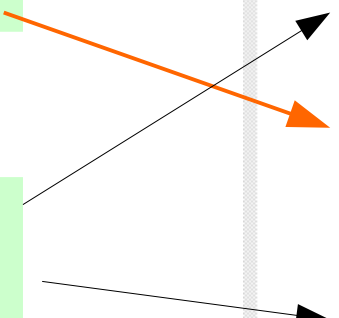
```
int main()
{
    string word;
    ifstream infile( "input.txt" );

    string words[3];
    infile >> words[0];
    infile >> words[1];
    infile >> words[2];

    infile.close();

    cout << words[0] << endl
         << words[1] << endl
         << words[2] << endl;

    return 0;
}
```



ifstream

Just like we can use the **getline** function to get a line of text from the user (keyboard), we can use **getline** on an ifstream object to get a line of text from a file.

```
int main()
{
    // Using getline with cin

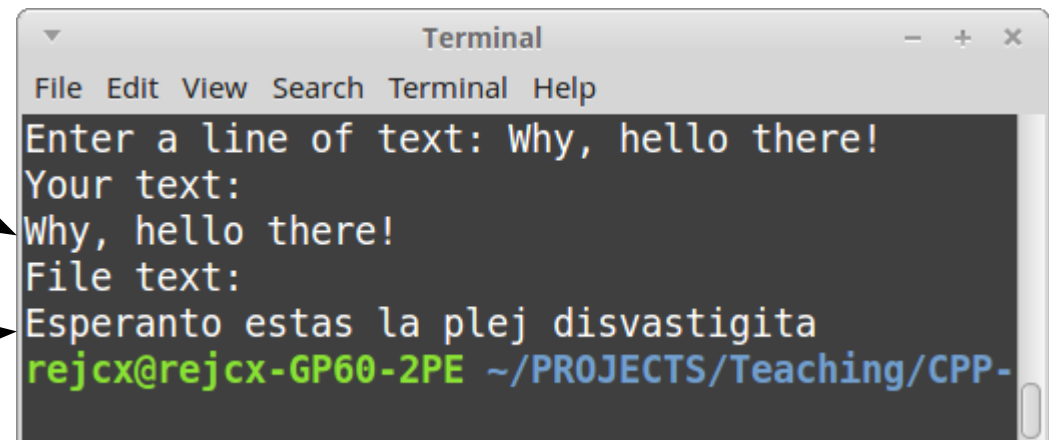
    string userText;
    cout << "Enter a line of text: ";
    getline( cin, userText );

    // Using getline with an ifstream
    string fileText;

    ifstream infile( "mytext.txt" );
    getline( infile, fileText );
    infile.close();

    cout << "Your text: " << endl << userText << endl;
    cout << "File text: " << endl << fileText << endl;

    return 0;
}
```

A terminal window titled "Terminal" with a menu bar (File, Edit, View, Search, Terminal, Help). The output of the program is displayed: "Enter a line of text: Why, hello there!", "Your text:", "Why, hello there!", "File text:", and "Esperanto estas la plej disvastigita". The prompt "rejcx@rejcx-GP60-2PE ~/PROJECTS/Teaching/CPP-" is visible at the bottom. Two arrows point from the code on the left to the terminal output: one from the first 'getline' call to the user input, and another from the second 'getline' call to the file content.

```
Terminal
File Edit View Search Terminal Help
Enter a line of text: Why, hello there!
Your text:
Why, hello there!
File text:
Esperanto estas la plej disvastigita
rejcx@rejcx-GP60-2PE ~/PROJECTS/Teaching/CPP-
```

ifstream

Why might you want to read a text file?

To store data when your program closes, so you can resume with the same information later!

To analyze text files on a system!

To read in a file, add formatting, and write it back out!

To read in a set of commands to execute!

ifstream

Also...

```
input >> buffer;           // string  
input >> usernameCount;    // integer
```

You can use the stream operator to store text from a file in data-types like strings, ints, floats, and any others that support input from streams – just line **cin**.

```
while ( input >> buffer )  
{  
    usernames[i] = buffer;  
    i++;  
}
```

→ Read every word of the file until there are no more words to read.

You can also keep loading in one word at a time (delimited by whitespace – spaces, tabs, new lines, etc.) until the end of the file with a while loop like this.