H E A D E R F I L E S

Header files are the files which are included in a C++ program. These header files are very important to run any program though it is very small. Even to print a single letter, we need to include header files. Actually, all the tasks are done with the help of pre-defined functions and statements. These functions are in header files. So, we need to include header files. The header files included in the program are:-

I. FSTREAM.H

Fstream.h header file is inherited from iostream.h header file. Thus this header file is having all the characteristics of iostream.h. The pre-defined objects of iostream.h i.e., cout and cin are also inherited in fstream.h. So, there is no need to include iostream.h. This header file provides a stream in between cpp file and other files. This file is responsible for writing data from one type of file to other.

The pre-defined statements, streams and classes used are:-

1. ifstream:-

ifstream is a pre-defined class in fstream.h. This class performs reading from other file to cpp file. This class contains read(); function which reads whole data through an object of a user-defined class from other file.

2. ofstream:-

ofstream is a pre-defined class in fstream.h. This class performs writing to other file from cpp file. This class contains write(); function which writes whole data through an object of a user-defined class to other file.

3. cout:-

cout is a pre-defined object. It is inherited from iostream.h. It performs console output operations means it writes data to output screen.

4. cin:-

cin is also a pre-defined object inherited from iostream.h. It performs console input operations means it read data from output screen.

5. endl:-

endl is a statement which moves pointer to next line. It is also inherited from iostream.h.

II. STRING.H

String.h is a header file that that performs tasks with sring data.This header file can copy one string to another, compare two strings and many other things.

The pre-defined functions used are:-

1. stricmp():-

stricmp() function can compare two strings without case sensitivity. This will return 0 if strings are same and non 0 if not so.

III. STDLIB.H

Stdlib.h header file is the standard library file and performs library functions.

The pre-defined functions used are:-

1. exit():-

exit() function takes an integer value argument and throws the user from output screen to IDE.

IV. CONIO.H

Conio.h is a header file which performs console input output functions.

The pre-defined functions used are:-

1. clrscr():-

clrscr() function clears the output screen.

2. getch():-

getch() function takes a character input and does not show it on screen. It is used to hold the screen.

V. STDIO.H

Stdio.h is the standard input output file. This is used to take input and output. This can also perform other functions.

The pre-defined functions used are:-

1. gets():-

gets() function gets a string from output screen means takes the input of string.

2. puts():

puts() function puts a string to output screen means display a string.

3. remove():-

remove() function removes a file and if it is successful then it returns 0 and if any error occurred than it returns -1.

4. rename():-

rename() function renames a file. This function takes two string parameters 1st is old file name and 2nd is the new name.

VI. CTYPE.H

Ctype.h header file deals with the character type of a character that whether it is alphabet or number, etc.

The pre-defined functions used are:-

1. toupper():-

toupper() function changes a lowercase alphabet to uppercase. For example toupper changes a to A.

2. tolower():-

tolower() function changes an uppercase alphabet to lowercase. For example tolower changes A to a.

VII. DOS.H

Dos.h header file performs functions related to our computer system.

The pre-defined functions used are:-

1. sleep():-

sleep() function suspend execution for interval. This takes an unsigned integer argument for delay. The argument is seconds for which you want to delay execution.