File I/O

Libary	#include <file.IO.h>

Variables and konstants	**FILE** *file;	*Holder of the file*
	fpos_t pos;	*Stream position (where we are reading in the file)*
	EOF	*Konstant that indikates the “end of file”*

Access	file = **fopen**("c:\\test.txt", "r");
	
	file = **freopen**(“c:\\test2.txt”, “r”);
	/* Do stuff */
	
	fclose(file);
		FILE *fopen(const char *filename, const char *mode)
		
		FILE *freopen (const char * filename, const char * mode, FILE * stream);
		
		/* Do stuff */
		
		int fclose(FILE *a_file)

Modes	***r*** *- open for reading* ***w*** *- open for writing (file need not exist)* ***a*** *- open for appending (file need not exist)* ***r+*** *- open for reading and writing, start at beginning* ***w+*** *- open for reading and writing (overwrite file)* ***a+*** *- open for reading and writing (append if file exists)*	

Reading

Character	int c = **fgetc**(file);	int fgetc (FILE *fp)
Block of data	**fread**(container_ptr, size_of_elements, number_of_elements, file);	size_t fread(void *ptr, size_t size_of_elements, size_t number_of_elements, FILE *a_file)
Formated data	**fscanf**(file, “%s”, char_container)	

Wrighting

Character	**fputc**('char', file);	int fputc(int c, FILE *fp)
Block of data	**fwrite**(container_ptr, size_of_elements, number_of_elements, file);	size_t fwrite(const void *ptr, size_t size_of_elements, size_t number_of_elements, FILE *a_file)
Formated data	**fprintf**(file, “stuff I want to wright”);	

Stream Manipultion

Rewinding stream	**rewind**(file);	void rewind(FILE *stream)
Reading the current stream position	**fgetpos**(file, &pos);	int fgetpos (FILE * stream, fpos_t * pos);
Restoring the stream position	**fsetpos**(file, &pos);	int fsetpos (FILE * stream, const fpos_t * pos);