

# 18. File I/O, Live Code

CPSC 120: Introduction to Programming  
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# Agenda

0. Announce
  - a. Sign-in sheet
  - b. Midterm 2: Wed Nov 1 (week 11)
1. Technical Q&A
2. File I/O
3. Live Code

# **1. Technical Q&A**

# Technical Q&A

Let's hear your noted questions about...

- This week's Lab
- Linux
- Any other technical issues

Reminder: write these questions in your notebook during lab

## 2. File I/O

# Review: Filesystem

- Unix organizes storage into a **filesystem**
- A **file** holds data and has a **filename** (e.g. README.txt)
- A **directory** holds files or other directories
  - *Family tree* analogy: the “**parent**” directory holds “**child**” files/directories
- The **root** directory, written / (forward-slash), is the parent of everything else
- A **path** is the location of a file
- **Absolute path**: directions starting from /, with / separating each directory/file name
  - Ex: /usr/share/dict/words
  - The initial / means “start from the root”

# File I/O

- **I/O:** Input/Output
- So far: standard I/O
  - `cin, cout`
- **File I/O:**
  - `ifstream`: input from a file
  - `ofstream`: output to a file
- Similar to standard I/O
  - `<<, >>`
- Output is simpler
  - Less can go wrong
  - Will discuss output first

# Uses of File I/O

- INPUT other than command-line arguments, standard input
- Development tools: clang++, make, git
- **Data science:** read dataset with business logic data
- Save/open
  - Program saves information to file
  - Loads file next time it runs



# ofstream

- ofstream: **Output File Stream**
- put data **into** file
- in header `<fstream>`
  - `#include <fstream>`
- ofstream::ofstream (constructor): open file named by string
- ofstream::operator<<: write to file
- Converts to bool
  - `true` == no errors
  - `false` == errors

# Example: File Output

```
// save game
int x_coord{1}, y_coord{2}, score{1000};
std::cout << "You are at (" << x_coord << ", " << y_coord
    << "), score=" << score << "\n";
std::ofstream file{"game.dat"};
file << x_coord << " " << y_coord << " " << score << "\n";
if (!file) {
    std::cout << "I/O error writing game.dat\n";
    return 1;
}
```

Standard output:

You are at (1, 2), score=1000

Contents of game.dat:

1 2 1000

# I/O Errors

- **I/O error:** an I/O operation failed
  - open, <<, >>
- We have seen
  - `cin::>>` fails on invalid input
- Additional reasons for I/O errors with files
  - file not found (wrong name)
  - disk full
  - hardware failure (broken)
- Best practice: **file I/O code must handle I/O errors**
  - if statement to decide whether file object is true

# ifstream

- ifstream: Input **File Stream**
- pull data **out of** file
- in header `<fstream>`
  - `#include <fstream>`
- ifstream::ifstream (constructor): open file named by string
- ifstream::operator>>: read from file
- Converts to bool
  - `true == no errors`
  - `false == errors`

# Example: File Input

```
// load game
int x_coord{0}, y_coord{0}, score{0};
std::ifstream file{"game.dat"};
file >> x_coord >> y_coord >> score;
if (!file) {
    std::cout << "I/O error reading game.dat\n";
    return 1;
}
std::cout << "You are at (" << x_coord << ", " << y_coord
    << "), score=" << score << "\n";
```

Output when game.dat does not exist:

I/O error reading game.dat

Contents of game.dat:

1 2 1000

Output when game.dat exists:

You are at (1, 2), score=1000

# Review: Current Directory

- **current directory** = location where a program “is”
  - a.k.a. **working directory**
- *State*: current configuration, subject to change
- Keep current directory in mind
  - Unlike search-based apps
- `pwd` command: **p**rint **w**orking **d**irectory

# Program Working Directory

- **program's working directory** = working directory of shell command that started program
  - Rule varies by operating system
  - This is the rule for Unix/Ubuntu
- Working directory is not necessarily the same as where the program is stored
- Example: `git` is in `/usr/bin/git`, but we run it from other directories
- Could be same, ex. `$ ./a.out`
- Could be different, ex. `$ part-1/a.out`

# Pitfall: Wrong Directory

- Runtime error:
  - Input file exists, but program fails to open it
  - Program writes output file, but it doesn't exist
- Cause: program's working directory is different than you think
- Review: **program's working directory** = working directory of shell command that started program
- To debug: make sure you are running program from .
  - (current directory)

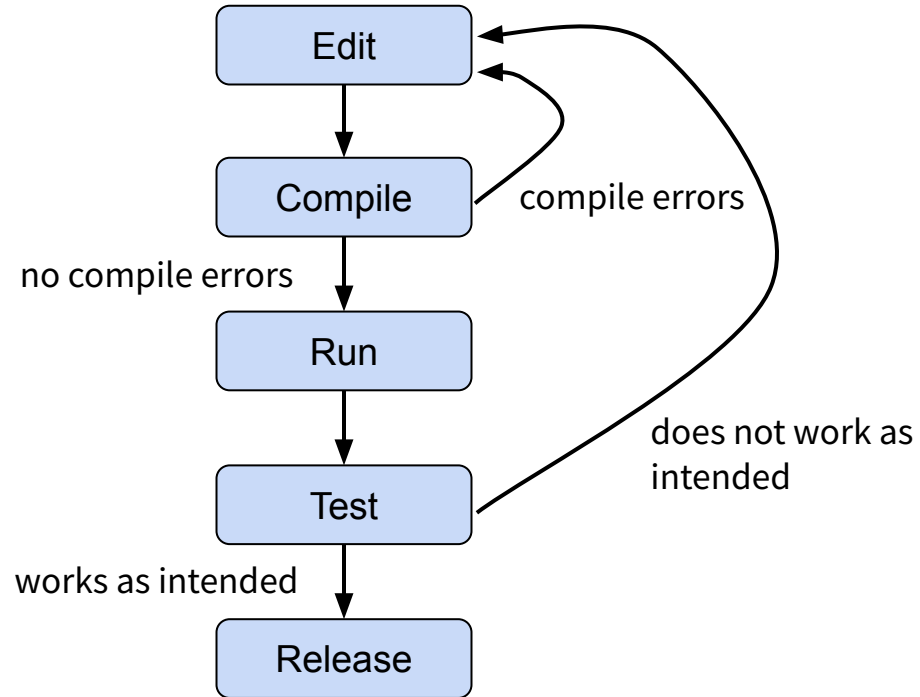


# 3. Live Code

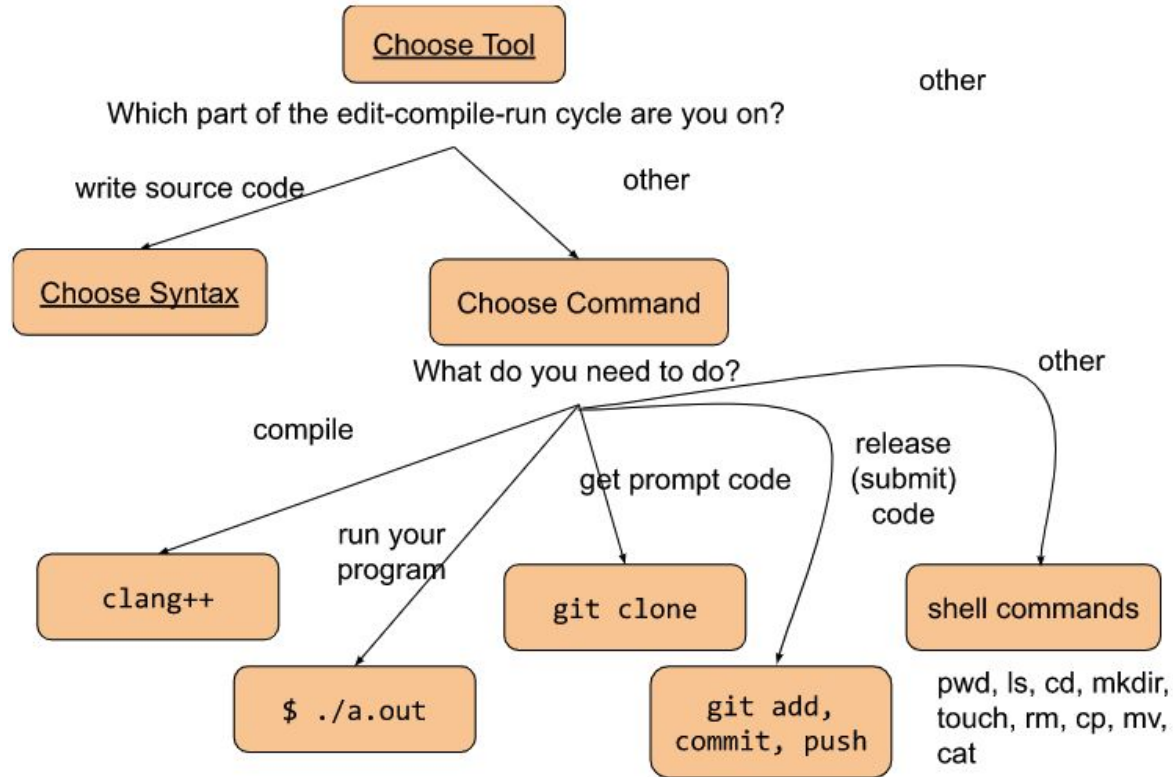
# Live Code

- Interactive
- Instructor: **driver**
- Students: **navigators**

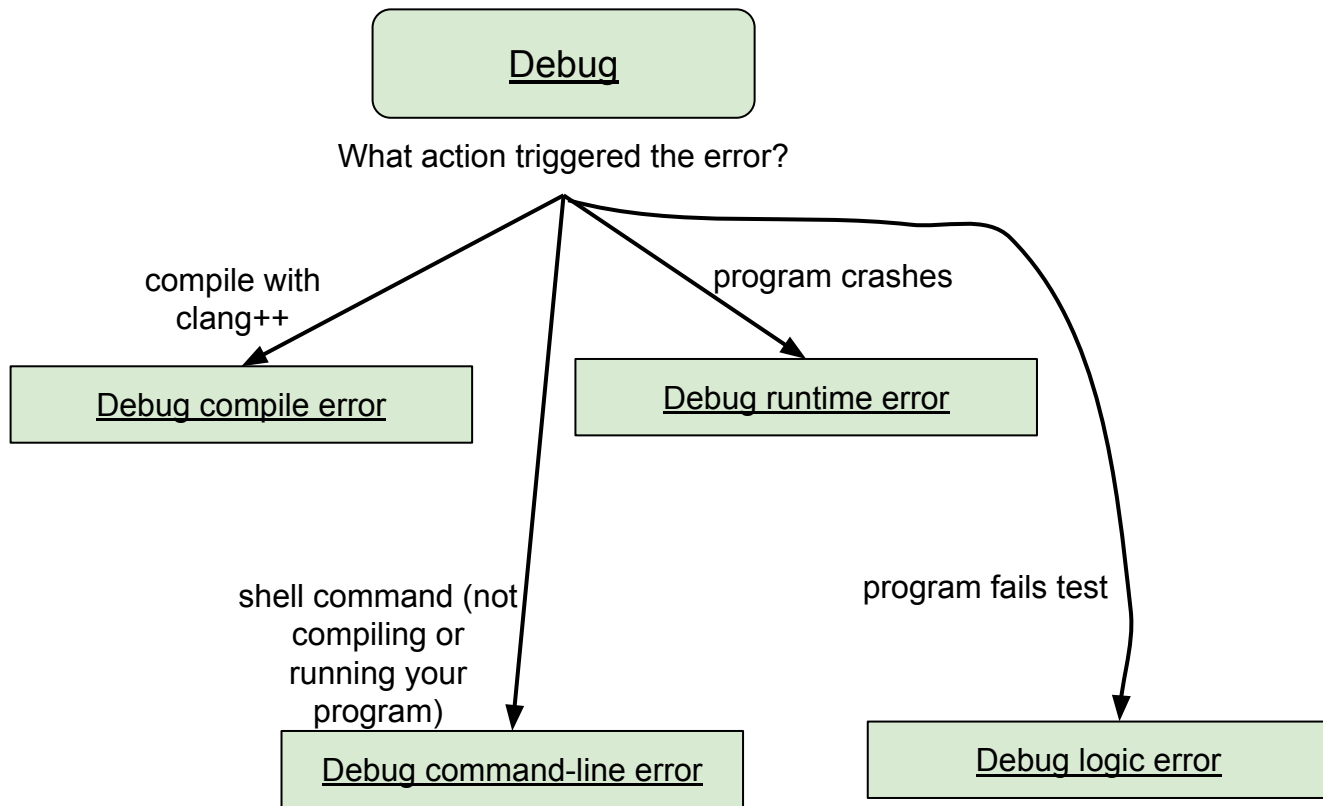
# Review: The Edit-Compile-Run Cycle



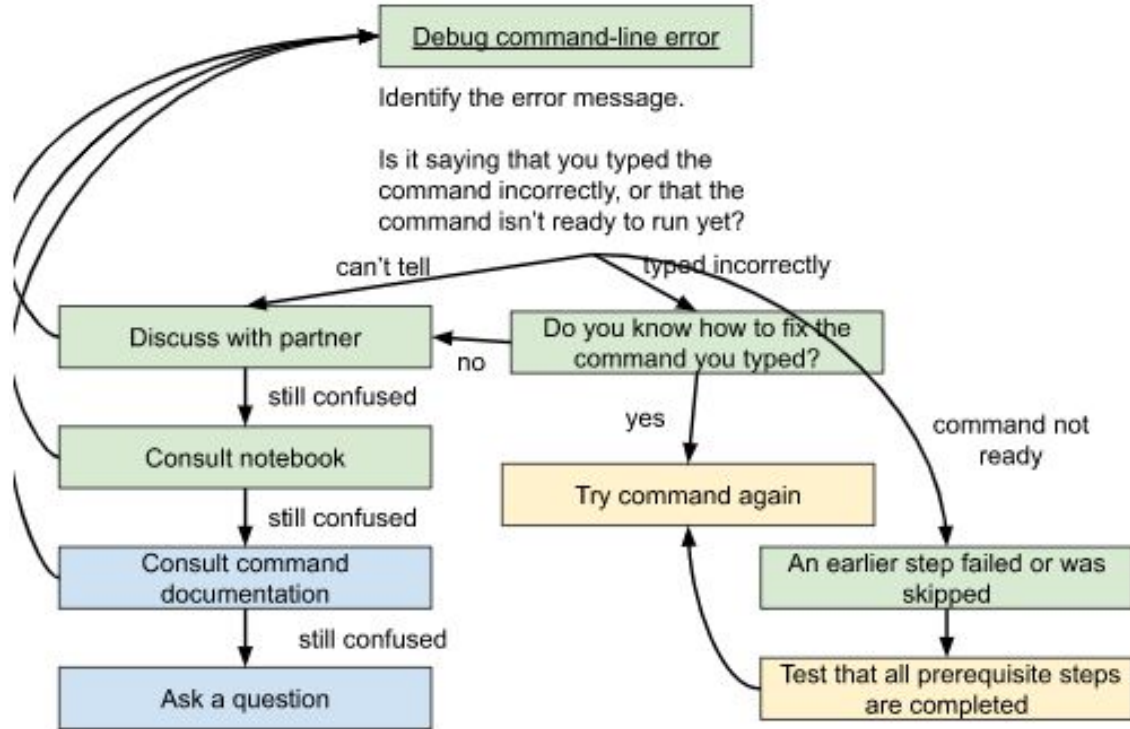
# Review: Choose Tool Flowchart



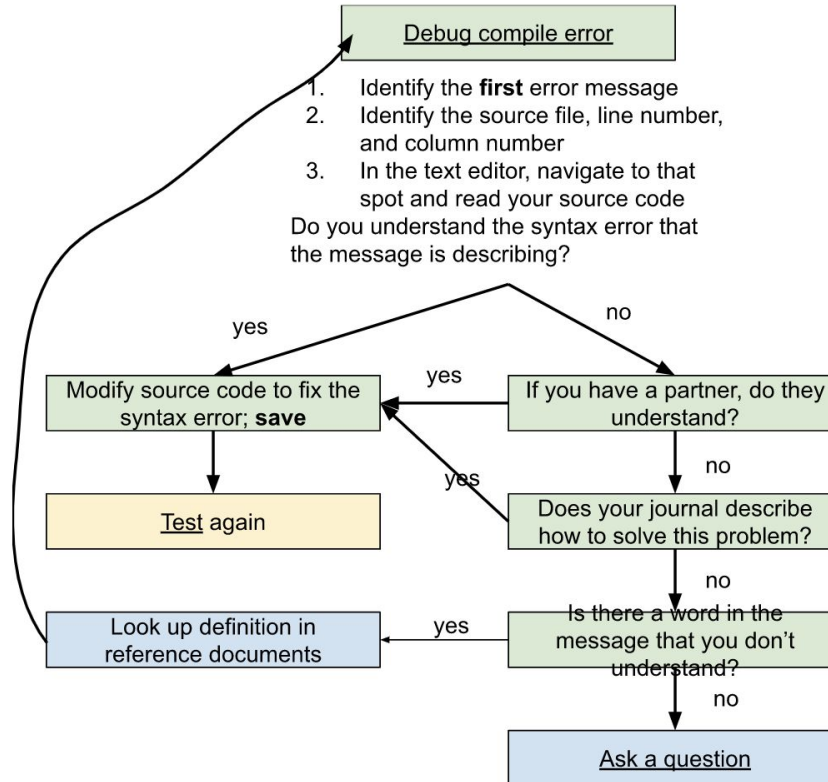
# Review: Debug Flowchart



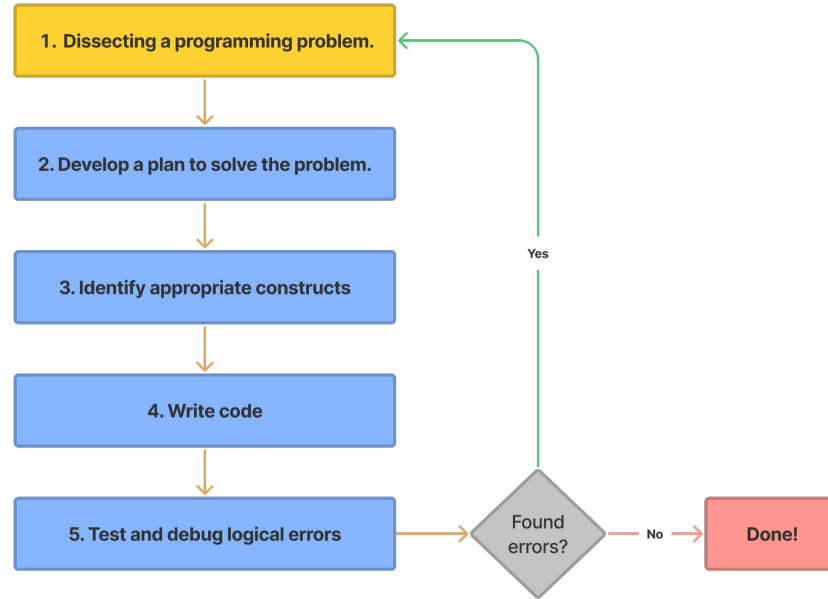
# Review: Debug command error flowchart



# Review: Debug compile error flowchart



# Steps for Solving a Programming Problem





# Demo: File Output

- Run program that writes to file
- Observe
  - Regular file in directory
  - Can open file in VS Code
  - Contains data that was written

# Demo: File Input and Working Directories

- Opening...
  - succeeds from same directory as file
  - fails from other directory

# Prompt

- Password file
- password program
  - prompt for password
  - write into password.dat
- login program
  - prompt for password
  - compare to password.dat
  - print out success/failure