Reading from a File

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0.1 File Input Streams

0.1.1 Creating an Input Stream Object

In C++, you can use the std::ifstream object to handle input file streams. To do this, you will need to include the header file that provides the file streaming classes: <fstream>.

Once the <fstream> header is included, a new input stream object can be declared and initialized using a file path path:

```
std::ifstream my_file;
my_file.open(path);
```

Alternatively, the declaration and initialization can be done in a single line as follows:

```
std::ifstream my_file(path);
```

C++ ifstream objects can also be used as a boolean to check if the stream has been created successfully. If the stream were to initialize successfully, then the ifstream object would evaluate to true. If there were to be an error opening the file or some other error creating the stream, then the ifstream object would evaluate to false.

The following cell creates an input stream from the file "files/1.board":

Compile & Execute

Explain

Loading terminal (id_7qs09au), please wait...

0.1.2 Reading Data from the Stream

If the input file stream object has been successfully created, the lines of the input stream can be read using the getline method. In the cell below, a while loop has been added to the previous example to get each line from the stream and print it to the console.

```
In []: #include <fstream>
    #include <iostream>
    #include <string>

int main() {
    std::ifstream my_file;
    my_file.open("files/1.board");
    if (my_file) {
        std::cout << "The file stream has been created!" << "\n";
        std::string line;
        while (getline(my_file, line)) {
            std::cout << line << "\n";
        }
    }
}</pre>
```

Compile & Execute

Explain

Loading terminal (id_6gag5bi), please wait...

0.1.3 Recap

That's it! To recap, there are essentially four steps to reading a file: 1. #include <fstream> 2. Create a std::ifstream object using the path to your file. 3. Evaluate the std::ifstream object as a bool to ensure that the stream creation did not fail. 4. Use a while loop with getline to write file lines to a string.

0.2 On to an Exercise

Have a careful look at the code above for reading file lines into the code. In the next exercise, you will write a function to do this in your program.