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Reading the Board from a File



Until now, the board has been declared and initialized in the `main()` function. As discussed in the previous notebook, you will need a function to read the board in from another file in order to make the program a little more flexible and user-friendly.

The first step in this process will be to write a `ReadBoardFile` function that reads in the file and prints each line to `cout`. The output should look like the `1.board` file, which can be opened in the editor below:

```
0,1,0,0,0,0,
0,1,0,0,0,0,
0,1,0,0,0,0,
0,1,0,0,0,0,
0,0,0,0,1,0,
```

To Complete This Exercise:

- Write a function `void ReadBoardFile` which reads lines from a file. Write each line to `cout`, followed by a newline character `"\n"`. The function should accept a string argument, which represents the path to the file. For now, since `ReadBoardFile` does not need to return anything, you can use a `void` return type.
- Call `ReadBoardFile` from main using the argument `"1.board"`.

Note: you will need to include the `fstream` class, and you may want to have `using std::ifstream` to use the `ifstream` object without having to write `std::` in the rest of your code.

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main.cpp

X

```
1 * #include <iostream>
2 #include <string>
3 #include <vector>
4 using std::cout;
5 using std::string;
6 using std::vector;
7
8 // TODO: Add the ReadBoardFile function here.
9
10 // PrintBoard not used in this exercise
11 * void PrintBoard(const vector<vector<int>> board) {
12 *   for (int i = 0; i < board.size(); i++) {
13 *     for (int j = 0; j < board[i].size(); j++) {
14 *       cout << board[i][j] << " ";
15 *     }
16 *     cout << "\n";
17 *   }
18 * }
```

1.board

main.cpp

solution.cpp

home > workspace

root@bc51f02f9187: /home/workspace#

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Expand