# C++ Formatted Input Made Easy

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cth027, 12 Apr 2015 <u>Zlib</u>

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A small utility class to ease C++ stream input with predefined and controlled format

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### Introduction

Processing formatted input such as comma separated lists, ISBN numbers, or phone numbers is a very common task. Unfortunately, there is no easy and consistent way to control fixed formatting characters in C++ input streams.

I present you a C++ class that makes controlled formatted input as easy as C's standard scanf()/fscanf(), and without the complexity of more powerful solutions such as for example regular expressions or parser generators.

# Background

Formatted input is defined by predefined fixed characters that make the data recognizable and help to separate it into meaningful sub-parts. For example:

- a 2D point: (12,24) where x is 12 and y is 24
- an ISBN number: 0-201-70073-5 where 0 is a linguistic group, 201 is a registrant, and 5 a checksum
- other custom formats, potentially with multiple control characters in sequence. For example, a set of 2 points: {(12,24),(6,12)}

In standard C, you could easily manage such requirements with scanf():

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```
int x,y;
fscanf(file, "(%d,%d)", &x, &y);
```

In standard C++, you could also use **scanf()**. But you'd have to mix traditional C file functions with modern, elegant, object oriented C++ streams.

The other C++ alternative requires the wheel to be reinvented each time:

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```
{
    ... //process data
}
else cout << "Bad input !"<<endl;</pre>
```

Of course, this works. But it's tedious, and doesn't ensure clean error processing: if it fails, you have no clue which part of the input could be read, and which failed, unless you add a lot of additional ifs.

This is why I developed **mandatory\_input**, a small, powerful but astonishingly simple utility class, with the following design objectives:

- work on any kind of input streams (cin, file streams, string streams, ...)
- show expected formatting characters directly in the input operations
- process formatting errors consistently with other input errors
- provide flexible and easy error processing

# Using the Code

You have to include the header *mandatory\_input.h* wherever you use this class. You also have to compile*mandatory\_input.cpp* and link it with the other files of your project.

#### **Controlling Input**

To require a specific character in a stream input, you just have to extract the stream into a mandatory\_inputobject. The class is designed to be used as temporary object:

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```
int x,y;
cin >> x >> mandatory_input(",")>>y; // read two comma separated int
```

You can specify several control characters at once: each character must be read in the right order for the input to succeed:

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```
cin >> y >> mandatory_input( ")},");
```

White spaces in the control characters indicate that the input can contain additional whitespace before the next control character:

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```
cin >> y >> mandatory_input( ")},");  // No space: "12)}," is valid but "12 ) }," fails
cin >> y >> mandatory_input( " ) } , "); // Space: "12)}," is valid as well as "12 )  },"
```

The error processing is consistent with the usual stream behaviour: if a value cannot be read because of invalid input, the failbit of the stream is set.

If the stream is configured for exceptions on failed input, mandatory\_input will raise an exceptionmandatory\_input::failure whenever control characters do not match:

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If you don't want to care about details of exceptions, you can choose to catch only the standardistream::failure. This will also take care of mandatory\_input::failure.

The following functions are useful for advanced error processing:

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Note that the input character that caused the failure will be the next character read after the stream's error state is reset.

#### Examples

Here is a small example to read an ISBN:

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Here is a small example to read a list of pairs, such as (1,2),(3,4),(5,6). The input shall end as soon as there is a missing comma behind a pair. However, other formatting errors shall not be allowed:

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```
int x = 0, y = 0;
// Reading loop trying to read (x,y),
while ((is >> mandatory_input(" ( ") >> x >>
mandatory_input(" , ") >> y >> mandatory_input(" ) , ") ))
   cout << "Pair " << x << " " << y << "\n";</pre>
}
// if only the comma separator between pairs is missing
if (mandatory_input::getlast() == ')')
   cout << "final pair " << x << " "</pre>
   << y << "!" << endl; // use the successful input
// but if another error was detected, explain the problem
else if (mandatory_input::error()) {
       cout << " last succesfully controlled char:" << mandatory_input::getlast() << endl;</pre>
       cout << mandatory_input::getexpected() << " was expected, but "</pre>
            << mandatory_input::getread_error() << " was read !\n";</pre>
if (!is.eof())
   is.clear(); // resume reading is possible
```

### Points of Interest

This class is designed for instantiating temporary objects. This sheds light on the lifetime of temporaries. The C++ standard, section 12.2 point 3 explains:

"Temporary objects are destroyed as the last step in evaluating the full-expression that (lexically) contains the point where they were created. This is true even if that evaluation ends in throwing an exception."

This means that if a temporary mandatory\_input is instantiated in an extraction statement, the argument of the constructor will live at least up to the end of the extraction. This is why no copy of it is made, saving some overhead.

The problem with a temporary design is the error processing. For ease of use, I used static variables/functions to hold the error state. This approach has its limitations: it won't work for multithreaded use. An easy way out could be to provide an additional error processing object to the constructor.

Another point of interest is the power of object oriented design of streams. It's really impressive to see how easily the creation of a new class with the proper operator overloading can increase the level of abstraction of the code.

A last point to mention is the performance aspect. Some informal benchmarks show that extracting withmandatory\_input is of roughly the same performance than extracting with uncontrolled placeholder characters. So this class is as consistent with stream extraction as one could dream. Surprisingly however, scanf() performs the same task almost 5 times faster! The regex alternative is 3 times slower than stream extraction. So regular expressions should really be kept for problems requiring more complex parsing.

Here are the details:

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BENCHMARKING:

getline+regex 8843 ms for 1024000 elements

stream extract 1 375 ms for 1024000 elements

stream extract 4 3250 ms for 1024000 elements

stream ext.mandat 3093 ms for 1024000 elements

C file scanf 625 ms for 1024000 elements

## History

- 14/7/2014: First version of the code, inspired by an idea found on StackOverflow.
- 10/4/2015: First version of this tip

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## **About the Author**



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