

# State of the Stream

Are there tools we can use in C++ which allow us to check the current condition of the stream? Flags answer this question.

Flags represent the state of the stream `stream`. The methods for dealing with these flags need the header `<iostream>`.

Flag	Query of the flag	Description
<code>std::ios::goodbit</code>	<code>stream.good()</code>	No bit set
<code>std::ios::eofbit</code>	<code>stream.eof()</code>	end-of-file bit set
<code>std::ios::failbit</code>	<code>stream.fail()</code>	Error
<code>std::ios::badbit</code>	<code>stream.bad()</code>	Undefined behaviour

## State of a stream

Here are examples for conditions causing the different states of a stream:

`std::ios::eofbit`:

- Reading beyond the last valid character.

`std::ios::failbit`:

- False formatted reading.
- Reading beyond the last valid character.
- Opening of a file went wrong.

`std::ios::badbit`:

- Size of the stream buffer cannot be adjusted.
- Code conversion of the stream buffer went wrong.
- A part of the stream threw an exception.

`stream.fail()`:

- returns whether `std::ios::failbit` or `std::ios::badbit` is set.

The state of a stream can be read and set.

`stream.clear()`:

Initializes the flags and sets the stream in the `goodbit` state.

`stream.clear(sta)`:

Initializes the flags and set the stream into `sta` state.

`stream.rdstate()`:

Returns the current state.

`stream.setstate(flga)`:

Sets the additional flag `flga`.

Operations on a stream only work if the stream is in the `goodbit` state. If the stream is in the `badbit` state you cannot set it to `goodbit` state.

```
#include <ios>
#include <iostream>

int main(){

    std::cout << std::boolalpha << std::endl;

    std::cout << "In failbit-state: " << std::cin.fail() << std::endl;

    std::cout << std::endl;

    int myInt;
    while (std::cin >> myInt){
        std::cout << "Output: " << myInt << std::endl;
        std::cout << "In failbit-state: " << std::cin.fail() << std::endl;
        std::cout << std::endl;
    }

    std::cout << "In failbit-state: " << std::endl;
    std::cin.clear();
    std::cout << "In failbit-state: " << std::cin.fail() << std::endl;

    std::cout << std::endl;

}
```





## State of a stream

The input of the character `a` causes the stream `std::cin` to be in `std::ios::failbit` state. Therefore `a` and `std::cin.fail()` cannot be displayed. At first you have to initialize the stream `std::cin`.