8/29/19

Streams

* I/O streams (#include <iostream>)
  + cin, cout, cerr
  + cout buffers: always doing things in a logical manner; if program crashes and something is in the buffer it will never be printed (bad for debugging)
  + cerr does not buffer (ideal for debugging)
* File streams (#include <fstream>)
  + ifstream – input to a file
  + ofstream – output to a file
* stringstream (#include <sstream>)
  + input, output stream

classes

* private items are the most important barrier between what and how (users cannot access)
* always leave the head pointer private
* always have 2 files for each class
  + description and functions in the headers file
  + implementation goes in the .cpp file

exceptions