

CIS 190: C/C++ Programming

C++ Streams

Outline

- Quick Review of File Streams
- Note about Variables in C/C++
- Streams
 - More on Input Streams
 - I/O Manipulation
 - String Streams
- Errors in C++

Reading In Files in C++

- `ifstream inStream;`
 - declare an input file variable
- `inStream.open("testFile.txt");`
 - open a file for reading
- `if (!inStream) { /* exit */ }`
 - check to make sure file was opened
- read/write specified by variable type
 - `ifstream` for reading

Writing To Files in C++

- `ofstream outStream;`
 - declare an output file variable
- `inStream.open("testFile.txt");`
 - open a file for writing
- `if (!outStream) { /* exit */ }`
 - check to make sure file was opened
- read/write specified by variable type
 - `ofstream` for writing

Using Streams in C++

- must have `#include <fstream>`
- streams do not use placeholders (`%d`, `%s`, etc.)
- `.open()` takes a `char*` (a C-style string)
 - if using a C++ string variable, you must give it:
`cppString.c_str()`

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Interacting with Variables in C

- in C, many of the variables we use are “primitive” variables (int, char, double, etc.)
- when we want to interact with variables using the provided libraries, we call functions and pass in those variables
 - `fopen (ifp, "input.txt", "r") ;`
 - `free (intArray) ;`
 - `strlen (string1) ;`

Interacting with Variables in C++

- in C++, many of the variables we use are instances of a class (like `string`, `ifstream`, etc.)
- when we want to interact with these variables, we use method calls on those variables
 - `inStream.open("input.txt");`
 - `string2.size();`

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Using input streams

- includes both `istream` and `ifstream`
- there are many ways to use input streams, with varying levels of precision/control
 - the `>>` operator
 - `read()`
 - `ignore()`
 - `getline()`

The >> Operator

- covered last class
 - returns a boolean for (un)successful read
 - just like scanf and fscanf:
 - skips leading whitespace
 - stops at the next whitespace
(without reading it in)

```
cin >> firstName >> lastName >> age;
```

read()

- `istream& read (char* s, streamsize n);`
- takes in a character array and a size
`inStream.read(charArr, C_ARR_SIZE);`
- copies a block of data without checking its contents

ignore()

- `istream& ignore (streamsize n = 1,
int delim = EOF) ;`
- extracts characters and discards them until either:
 - *n* characters (default: 1) are discarded
 - *delim* (default: EOF) is reached
- takes in a character array and a size
`inStream.ignore(IGNORE_NUM_CHARS) ;`

getline()

- `istream& getline (char* s,
streamsize n);`
- takes in a character array and a size
`inStream.getline(charArr, C_ARR_SIZE);`
- stops extracting characters upon hitting `'\n'`
 - also stops if it hits EOF

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The <iomanip> Library

- used to format output in C++
- can be used on any output stream
 - cout
 - ofstream
 - ostream
- must have `#include <iomanip>`

setw()

- set the width of the next output
 - ONLY works for the next output
 - NOT “sticky”

```
cout << "Hello" << setw(10)  
      << "world" << "." << endl;  
Hello      world.
```

- will not cut off the output: input given is minimum amount of space to be taken up

setfill()

- change padding character
 - ` ` (or space) is default padding character

```
cout << setfill( '-' ) << setw(8)
      << "hey" << endl;
```

-----hey

- padding character is set until changed again
 - IS “sticky”

setprecision()

- change maximum number of digits to display
 - numbers in total, not before or after decimal

```
cout << setprecision(5)  
      << 3.1415926535 << endl;
```

3.1416

- attempts to round, not always perfect
 - whole numbers almost always “behave”

setprecision() example

- temp = 12.3456789 and test = 1234567.89

```
cout << temp << " and " << test << endl;  
12.3457 and 1.23457e+06
```

```
set precision: 1  
1e+01 and 1e+06
```

```
set precision: 2  
12 and 1.2e+06
```

```
set precision: 3  
12.3 and 1.23e+06
```

```
set precision: 9  
12.3456789 and 1234567.89
```

```
set precision: 20  
12.3456788999999999345 and  
1234567.88999999998976
```

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String Streams

- allow us to use stream functions on strings
 - must have `#include <sstream>`
- helpful for formatting strings
- two types
 - `ostream`
 - `istream`

Uses for “I” and “O” String Streams

- common uses for **istream**
 - parsing a given string
- common uses for **ostream**
 - creating a new string with specific formatting
 - most often done using the `iomanip` library

The .str() Function

- function in the string stream libraries

- two different prototypes for str()

```
string str () const;
```

```
void str (const string& s) ;
```

- first is “get” for string stream
- second is “set” for string stream

Using the .str() Function

- determines what you want by if arguments are passed in
- to convert from string stream to string
`sString1.str()` ;
- to clear a string stream
`sString2.str("")` ;

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Errors in C++

- often MUCH longer than similar errors in C
 - even **more** important to start with the very first error, all the way at the top
- basic errors (typos, missing semicolons, etc.) remain largely the same
- the following slides contain some common compiler errors

Accidentally use << instead of >>

```
recover.cpp: In function 'int main()':
recover.cpp:30:10: error: no match for 'operator<<' in
'std::cin << fileName'
recover.cpp:30:10: note: candidates are:
In file included from /usr/include/c++/4.7/string:54:0,
    from
/usr/include/c++/4.7/bits/locale_classes.h:42,
    from /usr/include/c++/4.7/bits/ios_base.h:43,
    from /usr/include/c++/4.7/ios:43,
    from /usr/include/c++/4.7/ostream:40,
    from /usr/include/c++/4.7/iostream:40,
    from recover.cpp:8:
/usr/include/c++/4.7/bits/basic_string.h:2750:5: not
[...]
```

Accidentally use << instead of >>

```
recover.cpp: In function 'int main()':  
recover.cpp:30:10: error: no match for 'operator<<' in  
'std::cin << fileName'  
recover.cpp:30:10: note: candidates are:  
In file included from /usr/include/c++/4.7/string:54:0,  
    from  
/usr/include/c++/4.7/bits/locale_classes.h:42,  
    from /usr/include/c++/4.7/bits/ios_base.h:43,  
    from /usr/include/c++/4.7/ios:43,  
    from /usr/include/c++/4.7/ostream:40,  
    from /usr/include/c++/4.7/iostream:40,  
    from recover.cpp:8:  
/usr/include/c++/4.7/bits/basic_string.h:2750:5: not  
[...]
```

Forget `using namespace std;`

```
recover.cpp: In function 'int main()':  
recover.cpp:22:3: error: 'string' was not declared in  
this scope  
recover.cpp:22:3: note: suggested alternative:  
In file included from  
/usr/include/c++/4.7/iosfwd:41:0,  
    from /usr/include/c++/4.7/ios:39,  
    from /usr/include/c++/4.7/ostream:40,  
    from /usr/include/c++/4.7/iostream:40,  
    from recover.cpp:8:  
/usr/include/c++/4.7/bits/stringfwd.h:65:33:  
note: 'std::string'  
[...]
```

Forget `using namespace std;`

```
recover.cpp: In function 'int main()':  
recover.cpp:22:3: error: 'string' was not declared in  
this scope  
recover.cpp:22:3: note: suggested alternative:  
In file included from  
/usr/include/c++/4.7/iosfwd:41:0,  
    from /usr/include/c++/4.7/ios:39,  
    from /usr/include/c++/4.7/ostream:40,  
    from /usr/include/c++/4.7/iostream:40,  
    from recover.cpp:8:  
/usr/include/c++/4.7/bits/stringfwd.h:65:33:  
note: 'std::string'  
[...]
```


Forget `#include <fstream>`

```
recover.cpp: In function 'int main()':  
recover.cpp:23:12: error: aggregate  
'std::ifstream inStream' has incomplete type  
and cannot be defined  
recover.cpp:24:12: error: aggregate  
'std::ofstream jpegFile' has incomplete type  
and cannot be defined  
make: *** [recover] Error 1
```

Forget `#include <fstream>`

```
recover.cpp: In function 'int main()':  
recover.cpp:23:12: error: aggregate  
'std::ifstream inStream' has incomplete type  
and cannot be defined  
recover.cpp:24:12: error: aggregate  
'std::ofstream jpegFile' has incomplete type  
and cannot be defined  
make: *** [recover] Error 1
```

Forget `#include <cstdlib>`

recover.cpp: In function 'int main()':

recover.cpp:37:12: error: 'exit' was not declared
in this scope

recover.cpp:63:9: error: 'exit' was not declared
in this scope

make: *** [recover] Error 1

Forget `#include <cstdlib>`

recover.cpp: In function 'int main()':

recover.cpp:37:12: error: **'exit' was not declared in this scope**

recover.cpp:63:9: error: 'exit' was not declared in this scope

make: *** [recover] Error 1

Homework 5

- Murder Mystery
- heavy on use of streams
 - not everything you need was covered in class
 - look at the cplusplus.com pages on streams!
- don't worry too much about a "right" answer