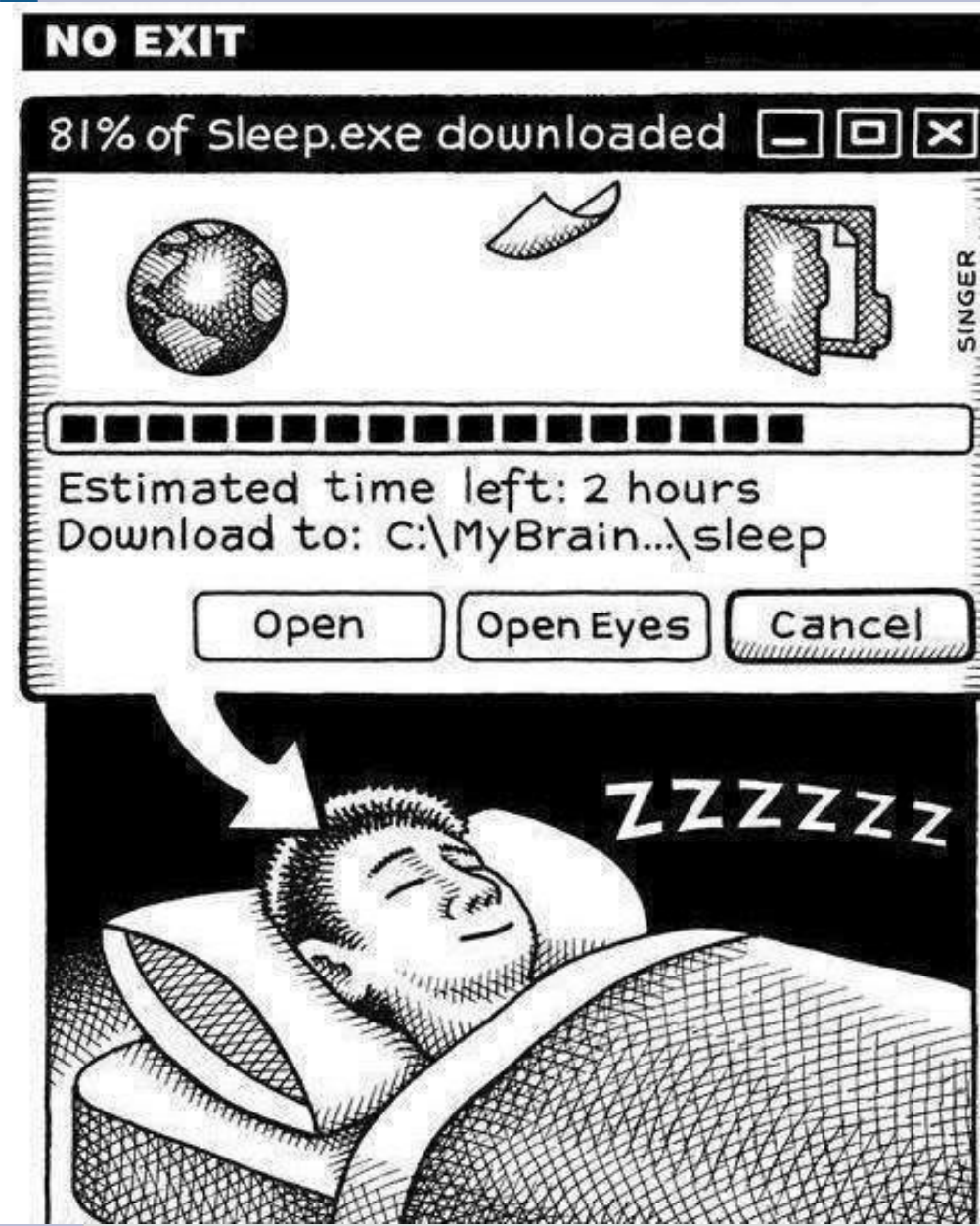


File output

Ch 6



Download vs stream



Streams

A “stream” is information flow that is immediately processed

For example:

Streaming video is watch as data arrives

Downloading video stores it for later

For file input/output (file I/O), we will have to create a stream between file and code

Data persistence

The temperature decay problem from last lab had multiple inputs (annoying to re-enter)

What if you had a large amount to input to your program?

100 inputs?

1,000,000 data points for predicting weather?

Data persistence

Files are also nice, as you can look them up at a later time

After your program output ends, the text disappears (unless you re-run it)

Files stay on your computer forever (until comp dies)

“Opening” a file

File output is very similar to terminal output, except we have to open and close files

To create a stream between a **variable name** and **file name**:

Variable name

```
ofstream out;  
out.open("output.txt");
```

Type

File name

“Opening” a file

Sometime you cannot open a file (don't have permission)

You can check if the file actually opened by calling `fail()` (returns true if did NOT open):

```
if(out.fail())  
{  
    exit(1); // non-zero for an error state  
}
```

`exit()` in `<cstdlib>`, causes program to terminate

Writing to a file

After you have opened a file (stream), you can then write to it

This is done in an almost as cout, except you use the your variable name for the file

Terminal: `cout << "Hello!\n";`

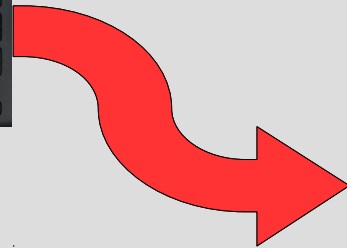
File: `out << "Hello!\n";`

Writing to a file

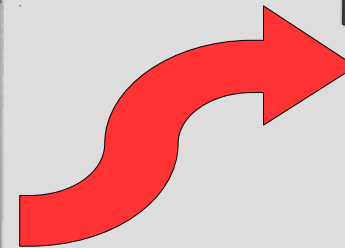
Before:



cin

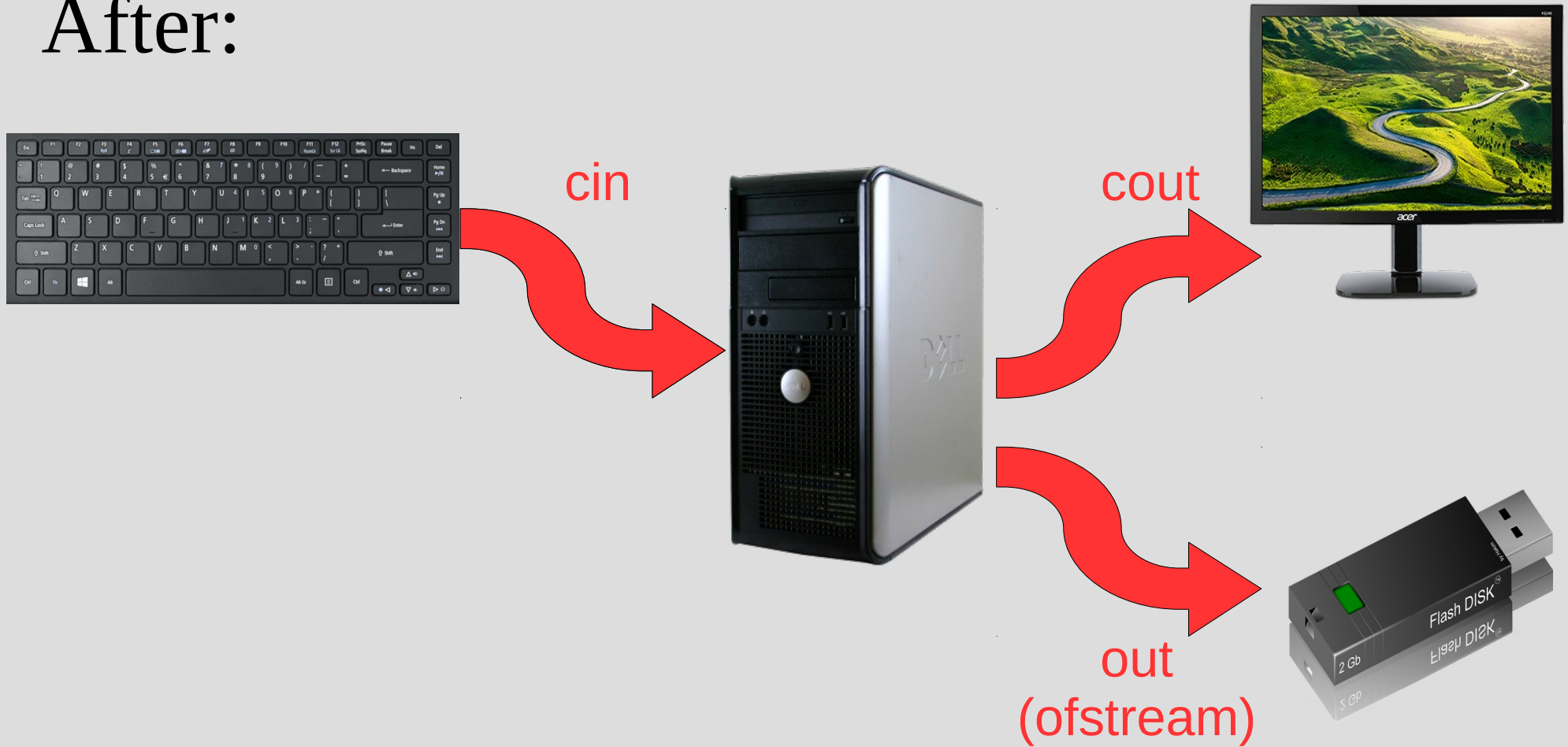


cout



Writing to a file

After:



File output imports

To use ofstream type, you need to include <fstream>

```
#include <fstream>
```

This gives you ofstream (output file stream) and ifstream (input file stream), which we will see next

(See: helloWorldFile.cpp)

Closing a file

Once we are done writing to a file, we should close the stream

This is an extremely complicated process:

```
out.close();
```

Variable name

If you don't close your stream, something might be left in the buffer

Clo

-166={



```
id=43571
type=50
}
}
name="Waldstette"
state=ves
owner="SAV"
controller="SAV"
previous_controller="ADU"
estate=1
last_estate_grant=1578.6.20
core="SAV"
trade="rheinland"
culture=swiss
religion=catholic
original_religion=catholic
capital="Schwyz"
is_city=yes
base_tax=1.000
original_tax=3.000
base_production=1.000
base_manpower=2.000
likely_rebels="nationalist_rebels"
trade_goods=iron
local_autonomy=0.000
min_autonomy=25.000
max_autonomy=100.000
marketplace=yes
regimental_camp=yes
history={
  owner="SWI"
  controller={
    tag="SWI"
  }
  culture=swiss
  religion=catholic
  capital="Schwyz"
  trade_goods=iron
  hre=yes
  base_tax=4.000
  base_production=4.000
  base_manpower=2.000
  is_city=yes
}
```

Make sure I own...

Remove this line

(See: needClose.cpp)

Where did this file go?

The default “path” for a file is where your cpp file is located

You can specify the path when you open the file:

```
out.open("/home/park0580/PutItHere.txt");
```

You can also use relation operations:

```
out.open("../PutItHere.txt");
```

Appending to files

What happens if I run HelloWorldFile multiple times?

Open file and override:

```
out.open("output.txt");
```

Open file and append:

```
out.open("output.txt", ios::app);
```

(See: `helloWorldFileAppend.cpp`)

File writing overview

- You need to open a file before writing to it
- You should close the file when you are done
- You can either override or append to files
- Use `.fail()` to see if file actually opened

- You cannot go backwards and “replace” or “undo”
- You cannot “preppend” to a file
(must either append from end or override)

Caution!

Be careful about writing an infinite loop while outputting to a file

You will very quickly run out of hard drive space

If you think it is stuck in an infinite loop, press ctrl+c to kill the program (from the window)
(see: nomNomHD.cpp)

https://www.youtube.com/watch?v=_95I_1rZiIs