iostream

- istream, ostringstream classes
- cin, cout, cerr: object instances
- manipulators, state bits
- files: fstream
- random access
- istream, ostrstream

streams

- We've already been doing "casual" i/o. Let's now see how it works, and how we can do more powerful things,
- In C++, all i/o uses the concept of a stream. A stream is simply a flow of bytes to/from a console, file, etc.
- A stream is an object — it can be constructed, inherited, etc.
- To help us, when main is called, the constructors for the iostream objects: cin, cout, cerr have already been called.
- All iostream objects need the iostream.h header file (and sometimes others,

cerr

Very often, we send the output of one program into a file, or another program with redirection or pipes.
It is then useful to separate "normal" output from "abnormal" output.
This is done with the pre-defined output stream object cerr.

- the cout stream can be redirected
- the cerr stream is never redirected

#include <iostream.h>    // cerr.cc

int main() {
    cout << "This line can be redirected" << endl;
    cerr << "This one cannot." << endl;
    return 0;
}

First run this program in the normal way, then run it redirecting its output to a file:

% ./cerr
% ./cerr > foo.tmp
streams as objects

- Since cout etc. are objects, they can (and do) have member functions. Take a look at iostream.h to see some of them.
- For instance, sometimes we want to write a "new line" character in a for loop, then flush the buffer once we're done. The new line character is \n.
- We use the flush() member function.
- If we are writing to a file, flushing can be expensive, so this is not so silly.
- We will see more member functions later.

#include <iostream.h>  // cout,flush.cc

int main() {
    for (int i=0; i<10; i++) {
        cout << "i, i^2, i^3: " << i << " ", " << i*i << " i^i " << i*i*i << "\n";
    }
    cout.flush();
    return 0;
}

Other "escape" characters

For completeness, here are other "escape" characters that can be used for beautifying your output.

<table>
<thead>
<tr>
<th>char</th>
<th>meaning</th>
<th>char</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>\a</td>
<td>bell</td>
<td>\v</td>
<td>vertical tab</td>
</tr>
<tr>
<td>\b</td>
<td>backspace</td>
<td>\n</td>
<td>newline</td>
</tr>
<tr>
<td>\f</td>
<td>formfeed</td>
<td>\r</td>
<td>carriage return</td>
</tr>
<tr>
<td>\r</td>
<td>carriage return</td>
<td>\t</td>
<td>horizontal tab</td>
</tr>
<tr>
<td>\t</td>
<td>horizontal tab</td>
<td>\xHH</td>
<td>hex number HH</td>
</tr>
<tr>
<td>\u00</td>
<td>octal number 00</td>
<td>\n\n</td>
<td>double quote</td>
</tr>
<tr>
<td>\n\n</td>
<td>question mark</td>
<td>?</td>
<td>question mark</td>
</tr>
<tr>
<td>?</td>
<td>question mark</td>
<td>&quot;</td>
<td>double quote</td>
</tr>
<tr>
<td>&quot;</td>
<td>double quote</td>
<td>\</td>
<td>backslash</td>
</tr>
</tbody>
</table>

Manipulators and i/o Flags

- Eventually, we need to do more fancy footwork formatting the output. C++ allows us to do this with stream manipulators.
- The only hard part is there is more than one way to do it.

A stream member function returns a stream so we can simply put the function in our cout statement.

We distinguish 2 kinds of operation:

1. Operations that change the state of a stream.
   This is done with setiosflags and reset (to the default) with resetiosflags.
2. Operations that change the next item. They are:

<table>
<thead>
<tr>
<th>manipulator</th>
<th>purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>setbase</td>
<td>sets the base</td>
</tr>
<tr>
<td>setfill</td>
<td>sets the fill character</td>
</tr>
<tr>
<td>setprecision</td>
<td>sets the precision</td>
</tr>
<tr>
<td>setw</td>
<td>sets the field width</td>
</tr>
</tbody>
</table>

These manipulators affect the next item only. They can get confusing. The best thing is to “suck it and see”.

It can get mighty confusing. To see how they work, let’s “Just Do It”.

```cpp
#include <iostream.h>  // setiosflags.cc
#include <iomanip.h>

int main() {  
    const int i=14;  
    const double c=2.99792458e8;  
    cout << c << " " << i << endl;  
    cout << setiosflags(ios::upperCase) << "foo "  
        << hex << c << " " << i << endl;  
    cout << setiosflags(ios::fixed) << resetiosflags(ios::upperCase)  
        << c << " " << i << endl;  
    cout << setiosflags(ios::Scientific | ios::showpos) << oct  
        << c << " " << i << endl;  
    return 0;  
}
```

(re)setiosflags

The gory details can be found by poking through iomanip.h, istream.h, and maybe libc++.h, and streambuf.h.

Some of the flags (which can be OR’d together) are:

<table>
<thead>
<tr>
<th>flag</th>
<th>purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>skipws</td>
<td>skip white space</td>
</tr>
<tr>
<td>left</td>
<td>left justify</td>
</tr>
<tr>
<td>right</td>
<td>right justify</td>
</tr>
<tr>
<td>dec</td>
<td>decimal</td>
</tr>
<tr>
<td>oct</td>
<td>octal</td>
</tr>
<tr>
<td>hex</td>
<td>hexadecimal</td>
</tr>
<tr>
<td>showbase</td>
<td>show the base</td>
</tr>
<tr>
<td>showpoint</td>
<td>show decimal point</td>
</tr>
<tr>
<td>uppercase</td>
<td>write uppercase</td>
</tr>
<tr>
<td>showpos</td>
<td>show positive sign</td>
</tr>
<tr>
<td>scientific</td>
<td>scientific notation</td>
</tr>
<tr>
<td>fixed</td>
<td>fixed notation</td>
</tr>
</tbody>
</table>

manipulators

```cpp
#include <iostream.h>  // manipulators.cc
#include <iomanip.h>

int main() {  
    const int i=14;  
    const double c=2.99792458e8;  
    cout << c << " " << i << endl;  
    cout << setiosflags(ios::scientific)<<setw(20)<<setprecision(3)  
        << c << " " << i << endl;  
    cout << c << " " << i << endl;  
    cout << setw(20) << setprecision(10) << c << " " << i << endl;  
    cout << setiosflags(ios::fixed | ios::showpoint)  
        << setw(20) << setprecision(12) << c << " " << i << endl;  
    cout << setw(14) << c << " " << setw(6) << i << endl;  
    cout << setiosflags(ios::left) << c << " " << setw(6) << i << endl;  
    return 0;  
}```
**state bits**

After an i/o operation, the stream objects set state bits, that can be used to examine the state of the last operation.

The easiest way is simply to test the stream itself:

```cpp
#include <iostream.h>  // state.h
#include <iomanip.h>

int main() {
    int i;
    cout << setiosflags(ios::uppercase);  // state bits
    while (cin >> i)
        cout << dec << i << " = 0x" << hex << i << endl;
    return 0;
}
```

This works, because when EOF ('\n') is reached, cin returns "false".

We can also read the state bits:

```cpp
#include <iostream.h>  // rdstate.cc
#include <iomanip.h>

int main() {
    int io(cout.rdstate() & ios::badbit);
    cout << "io state = " << io << endl;
    return 0;
}
```

Testing them against:

```
ios::goodbit
ios::eofbit
ios::failbit
ios::badbit
```

---

**fstream**

Output so far has used the istream and ostream objects. The base class for these is ios, ios is also the base class for the file stream objects, ifstream and ofstream, defined in fstream.h.

To see how it works, let's do an example:

```cpp
#include <fstream.h>  // ofstream1.cc

int main() {
    ofstream out("foo.tmp");  // ofstream object "out"
    out << "Hello World" << endl;
    out.close();
    return 0;
}
```

Once we've called the ofstream constructor, we use the object *exactly* as we would any other stream.

The file is automatically closed when the object goes out of scope, but it doesn't hurt to see the close method.

We could use the constructor with other arguments:

```cpp
#include <fstream.h>  // ofstream2.cc
#include <sstream.h>
#include <time.h>

int main() {
    srand(time(0));
    ofstream out("foo.tmp", ios::app, 0644);  // append
    out << "A random number: " << rand() << endl;
    out.close();
    return 0;
}
```
Or sometimes it's convenient to modify the object after calling the constructor:

```cpp
#include <fstream.h> // ofstream3.cc

int main() {
    ofstream out;
    out.open("foo.tmp");
    out << "Yowzer!" << endl;
    out.close();
    return 0;
}
```

We can equally easily do the same for input stream objects, using `ifstream`:

```cpp
#include <fstream.h> // ifstream1.cc
#include <string.h>

int main() {
    string s;
    ifstream in("poem.txt", ios::in);
    while ( in >> s )
        cout << s << endl;
    return 0;
}
```

Note how the string (we have surreptitiously introduced the `String` class) became "tokenized", which is probably not what we wanted.

There are zillions of ways of reading in a file, depending what we want to do.

```cpp
#include <fstream.h> // ifstream2.cc
#include <string.h>

int main() {
    string s;
    ifstream in("poem.txt", ios::in);
    while ( in >> s )
        cout << s << endl;
    return 0;
}
```

or we can read the file character by character:

```cpp
#include <fstream.h> // ifstream3.cc

int main() {
    char c;
    ifstream in("poem.txt", ios::in);
    while ( in.get(c) )
        cout << c;
    return 0;
    cout.flush();
}
```
If it’s a file of numbers, we might want to read in the formatted numbers:

```cpp
#include <fstream.h> // ifstream4.cc

int main() {
    int i;
    ifstream in("numbers.txt", ios::in);
    while ( in >> i )
        cout << i << " ";
    cout.flush();
    return 0;
}
```

Note that although the input file has spaces and `<CR>`, these get swallowed up.
Unless we explicitly test for a character, all “white space” is equivalent. White Space is any combination of:

- blank
- tab
- \n
Sometimes, we might want first to read the numbers into a string (or array of `char`), and then pick the string apart, character by character.

```cpp
#include <fstream.h> // ifstream6.cc
#include <String.h>

int main() {
    char c;
    ifstream in("poem.txt", ios::in);
    streampos p;
    while (1) {
        cout << "Enter an offset: " << ends;
        cin >> p;
        in.seekg(p);
        in.get(c);
        cout << "The " << p << " th byte is: " << c << endl;
    }
    return 0;
}
```

**random access**

- The `fstream` classes also give us nice ways of doing random access by manipulating file pointers.
- We use `seekp(p)` to move the stream position to `p` for a put, and `seekg(p)` to move the stream position to `p` for a get.
**istream, ostream**

- The final i/o group contains the istream, ostream classes.
- These are "string streams" – we can do i/o on contents of memory in exactly the same way as on files.
- Again, let's illustrate with an example:

```cpp
#include <fstream.h>  // istrstream1.cc
#include <iostream.h>
#include <string.h>

int main() {
    String s;
    char c;
    ifstream in("poem.txt", ios::in);
    while ( (readline(in,s) ) ) {
        istringstream str( s.chars(), s.length() );
        while ( str.get(c) )
            cout << c;
        cout << endl;
    }
    return 0;
}
```

Of course, we could also have done this by manipulating an array of char, but that is not so OO.

We can even do something useful: suppose we want to read a file containing arbitrary integers and reals. How do we know whether to read an int or a double?

- Read each number as a String using ifstream
- Determine the type by searching for "."
- Then read the String using istringstream accordingly

Once we have met operator overloading and pointers, we can do even more powerful things with the istringstream classes.
iostream genealogy

iostream

istream  ostream

ios

_ios_fields

ifstream  istrstream

fstreambase  istream  strstreambase

ios

_ios_fields