Using Files

1. Request the preprocessor to include the header file fstream.

2. Use declaration statements to declare the file streams we are going to use.

3. Prepare each file for reading or writing by using a function named open.

4. Specify the name of the file stream in each input or output statement.

#include <iostream>

#include <fstream> // For file I/O

using namespace std;

int main() {

/\* declarations \*/

float a, b, c;

float x, y, z;

ifstream inData;

ofstream outData;

// Open the files

inData.open(“filename.dat”);

outData.open(“filename.dat”);

// Get data

inData >> a >> b >> c;

// Computations

// Output results

outData << “identifying phrase” << x << endl;

outData << “identifying phrase” << y << endl;

outData << “identifying phrase” << z << endl;

return 0;

}

// Ask user for filename at run time

ifstream inFile;

string fileName;

cout << “Enter the input file name: “;

cin >> fileName;

inFile.open(fileName.c\_str());