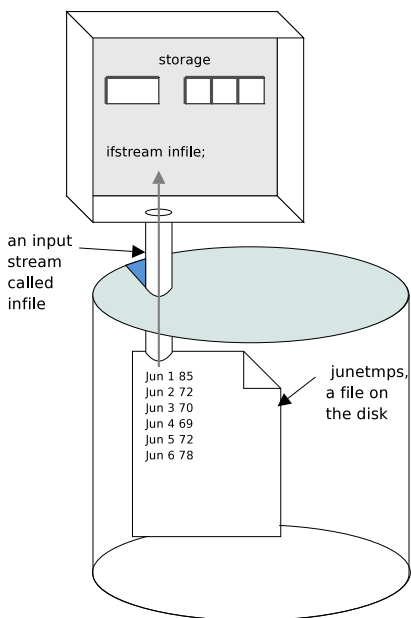


## Getting Data from Files

Computers store data in files on disks. How can a program get data from a file or put data into a file?

### The Big Idea

Working with files is easy. Here is an example. Say we have a file of daily high temperatures for the month of June. Say the name of the file is "junetmps". Reading data from that file involves a few basic steps:



#### STEP 0. Include the file stream stuff

```
#include <fstream>
```

#### STEP 1. Create an Input Stream Variable

```
ifstream infile;
```

#### STEP 2. Connect to File ("open the file")

```
string fname = "junetmps";    // Use -std=c++11 to use string
infile.open(fname);           // old style: char fname[] = ...
if (infile.fail()) {
    cerr << "Cannot open " << fname << endl;
    exit(1);
}
```

#### STEP 3. Read in and Process Lines of Data

```
string str;
while (getline(infile, str)) {    // read next line
    process(str);                // do something
}
```

#### STEP 4. Close the Stream

```
infile.close();
```

## Reading from Files into Other Data Types

What if you wanted to read data character by character? Or as a combination of strings, ints, and floats? How do I do *that*? Simple: replace the variable definition with the desired type, and replace the line of code marked "// read next line" with the corresponding input method:

	LINES	CHAR-BY-CHAR	THINGS
vars	string s;	char c;	string mon; int day; float temp;
input	getline(infile, s);	infile.get(c);	infile >> mon >> day >> temp;

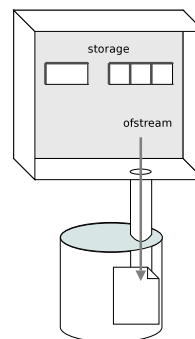
## Writing Data from Variables out to a File

Writing data from memory into a file is just as easy:

```
ofstream outf;           // output stream
string filename = "results"; // Use -std=c++11 or
                           // else use char array
outf.open(filename);     // open file
if (outf.fail())         // check for error
    exit(1);

outf << data;             // same as cout
                           // works for ALL types

outf.close();            // close stream (tell OS you're done)
```



**Note:** Use << to write lines, strings, floats, etc to a file just as you do with cout. Even individual characters.