

Interactive Output and Input

Output

Directive:

```
#include <iostream.h>
```

Statements:

```
cout << "Hello"<<endl;  
int x = 20;  
cout << x;
```

Screen output:

Hello

20

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Input

Directive:

```
#include <iostream.h>
```

Statements:

```
int x;  
cin >> x;
```

Screen input should be
an integer:

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C++ Classes

- A class is a construct (complex data type) which is a collection of data and operations (functions) on that data.

- Example:

- istream (input stream for std input) -- cin
- ostream (output stream for std output) -- cout

Class name ← istream cin; → Object of class istream

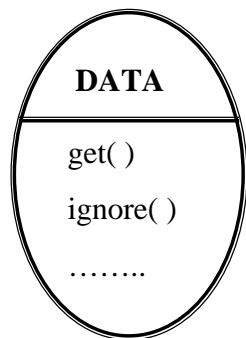
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C++ Classes

For interactive input

istream Class

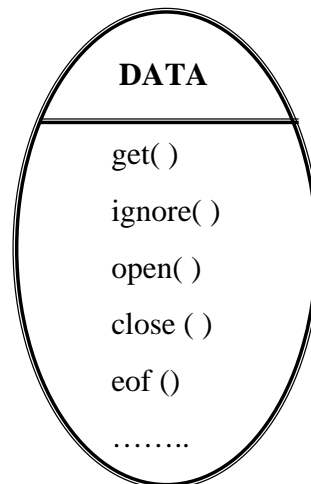


Object Eg: cin

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For file input

ifstream Class



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File Output and Input

Output

Directive:

```
#include <fstream.h>
```

Declaration:

```
ofstream outFile;
```

Statements:

```
outfile.open("results.txt");  
int x = 20;  
outfile << x;  
outfile.close();
```

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Input

Directive:

```
#include <fstream.h>
```

Declaration:

```
ifstream inFile;
```

Statements:

```
infile.open("data.txt");  
int y;  
infile >> y;  
infile.close();
```

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