

# File Streams Exercises

# Stream Types

- Explain the similarities and differences between `iostream` and `fstream`

# How to Open a File for Reading

- Describe how to open a file for reading (i.e., receiving input from the file)
- How can we tell whether the file was successfully opened?

# Reading from a File

- Write a program which
  - Opens a file
  - Reads its contents using the >> operator
  - Prints out each word as it is read
- The file should be in the same directory that the program runs in
  - For an IDE, this can usually be done by creating a new file in the project
- Are there any disadvantages to reading it this way?

# Reading from a File Contd

- Write a program which
  - Opens a file
  - Reads its contents using the `getline()` function
  - Prints out each line as it is read
- Are there any advantages to reading it this way?

# How to Open a File for Writing

- Write a program which opens a file and writes some text to it
- Verify that the output file has been created and contains the correct text.
  - The file will usually be in the same directory that the program runs in
  - If you are using an IDE, you may need to check the project settings to find where this is

# fstream destructor

- What happens when fstream's destructor is called?