

Random Access to Streams Solutions

Stream Position Marker

- What is the stream position marker?
 - The stream position marker indicates the position in the stream where the next read or write operation will be performed
 - Normally, this is controlled by the stream
 - In some cases, the programmer is allowed to move it within the stream

Seek and Tell Operations

- What are seek and tell operations?
 - A tell operation gives the current position of the marker
 - A seek operation moves the marker to a different position
- Which stream member functions does C++ provide for these operations?
 - `seekg` and `tellg` for input streams
 - `seekp` and `tellp` for output streams

File Modification

- seek and tell operations could be used to modify the data in a file
- However, there is a better way to do this
- What is this alternative?
 - Read the file's data into an `istream`
 - Get the bound string and make the changes to the data
 - Overwrite the original file with the new data
- Why is this other approach better?
 - The code is simpler
 - `std::string` has a good interface for finding and replacing data
 - If an error occurs, the original file is not affected