
Subject: reading & writing a file

Posted by [silverx](#) on Tue, 31 May 2011 15:47:39 GMT

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I am trying to read a file, once I get that done, I will want to be able to write a file out. Not only read/write a full line at one time, but will want to be able to read/write a binary file 1 byte at a time.

Are there any examples of reading a file, and writing a file?

It doesn't seem to find ifstream.

Any help with this, maybe other includes?

The errors are as follows:

```
C:\MyApps\readme\main.cpp(13) : error C2065: 'ifstream' : undeclared identifier
C:\MyApps\readme\main.cpp(13) : error C2065: 'file' : undeclared identifier
C:\MyApps\readme\main.cpp(14) : error C2448: 'Readini' : function-style initializer appears to be a
function definition
C:\MyApps\readme\main.cpp(24) : error C2065: 'ifstream' : undeclared identifier
C:\MyApps\readme\main.cpp(24) : error C2146: syntax error : missing ';' before identifier 'inifile'
C:\MyApps\readme\main.cpp(24) : error C3861: 'inifile': identifier not found
C:\MyApps\readme\main.cpp(27) : error C2513: 'Upp::String' : no variable declared before '='
C:\MyApps\readme\main.cpp(27) : error C2065: 'inifile' : undeclared identifier
C:\MyApps\readme\main.cpp(28) : error C2065: 'inifile' : undeclared identifier
C:\MyApps\readme\main.cpp(28) : error C2228: left of '.eof' must have class/struct/union
type is "unknown-type"
C:\MyApps\readme\main.cpp(27) : error C3861: 'Readini': identifier not found
C:\MyApps\readme\main.cpp(29) : error C2143: syntax error : missing ';' before '('
C:\MyApps\readme\main.cpp(29) : error C2059: syntax error : ')'
C:\MyApps\readme\main.cpp(32) : error C2065: 'inifile' : undeclared identifier
C:\MyApps\readme\main.cpp(32) : error C2228: left of '.close' must have class/struct/union
type is "unknown-type"
readme: 1 file(s) built in (0:02.05), 2059 msec / file, duration = 2106 msec, parallelization 0%
```

There were errors. (0:02.79)

The code is as follows, right now just a blank layout, is all I have. The code I got from a C++ book so I just copied what they had for it:

```
#include "readme.h"
```

```
using namespace Upp;
```

```
#include <iostream>
```

```
#include <string>
```

```
#include <fstream>
```

```
String Readini(ifstream &file)
{
    char buf[300]; // up to 300 bytes per line of input
    file.getline(&(buf[0], 300);
    return String(buf);
}
```

```
int DoLoadFunctions()
{
    String file = "learn.ini";

    ifstream infile(file);
    while (1)
    {
        String inline = Readini(infile);
        if (infile.eof() == true)
            break();
    }
    infile.close();
}
```

```
PromptOK("This is a test");
```

```
return 0;
```

```
}
```

```
readme::readme()
{
    // added to make window sizeable and zoomable
    TopWindow::Sizeable(true);
    TopWindow::Zoomable(true);

    CtrlLayout(*this, "Read a File on Start up");
}
```

```
GUI_APP_MAIN
{
    int lreturn = DoLoadFunctions();

    if (lreturn == 0)
    {
        readme().Run();
    }
    else
    {
        // close it

    }

}
```
