
Subject: Re: reading & writing a file

Posted by [unknown user](#) on Tue, 31 May 2011 17:38:48 GMT

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Hello,

Please use [CODE] [/CODE] tags to mark code, so it get well formatted.

Standard functions reside in std namespace so, you have to add using namespace std; after your includes

```
#include <iostream>
```

```
#include <string>
```

```
#include <fstream>
```

```
using namespace std;
```

In Readini you're missing an ')';

line:

```
file.getline(&(buf[0], 300);
```

You may write Readini like:

```
String Readini(ifstream &file)
```

```
{
```

```
    char buf[300]; // up to 300 bytes per line of input
```

```
    file.getline(buf, 300);
```

```
    return String(buf);
```

```
}
```

In DoLoadFunctions:

inline - is a C++ keyword, so you can't have a variable with that name;

break - it's a C++ keyword, not a function;

Correct DoLoadFunctions would be

```
int DoLoadFunctions()
```

```
{
```

```
    String file = "learn.ini";
```

```
    ifstream inifile(file);
```

```
    while (1)
```

```
    {
```

```
        String inl = Readini(inifile);
```

```
        if (inifile.eof() == true)
```

```
            break;
```

```
    }
```

```
    inifile.close();
```

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

```
    return 0;
```

```
}
```

You may use U++ functions so you don't have to mix STL code with U++. If you want to read one byte at a time you may use the following code:

```
FileIn fi;
```

```
fi.Open("learn.ini");  
while (!fi.IsEof() && fi.IsOK())  
    fi.Get(); // do something with it...
```

If you want to read an *.ini file you may use LoadIniFile (see help).

Andrei
