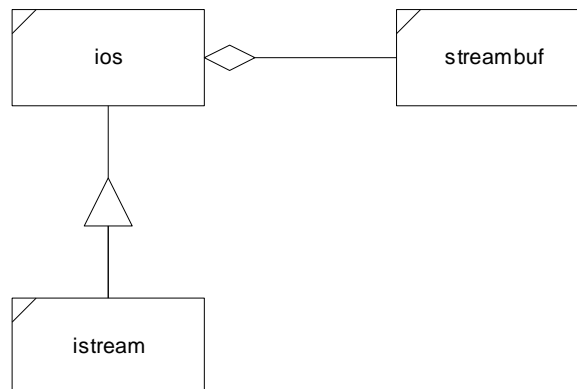


# **Reference for std::iostream Library**

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## istreams <iostream>



### istream

```

istream(streambuf*)
~istream( )
istream& seekg(streampos);
istream& seekg(streamoff,
seek_dir)
streampos tellg()
istream& get(char*, int, char)
istream& read(char*, int)
istream& getline(char*, int,
char)
istream& get(streambuf&,
char)
istream& get(char&)

int get( )

int peek( )
int gcount( )
istream& putback(char)
istream& ignore(int, int)
istream& operator>>(xxx)
  
```

### ios

```

ios(streambuf*)
~ios( )
streambuf* rdbuf( )
long flags( )

long flags(long)
long setf(long, long)
long unsetf(long)
int width(int)

char fill(char)

int precision(int)

istream* tie(istream*)

int eof( )
int good( )
void clear( )
int operator!( )
static void sync_with_stdio( )
  
```

### streambuf

```

streambuf( )
streambuf(char*, int)
~streambuf( )
streambuf* setbuf(char*, int)

int sgetc( )
void stoss( )
int sbumpc( )
int sputc(int)

int out_waiting( )

streampos
seekpos(streampos, int)
streampos seekoff(streamoff,
ios::seek_dir, int)
  
```

Formatting flags <iostream>

|        |          |           |           |         |            |
|--------|----------|-----------|-----------|---------|------------|
| skipws | left     | right     | Internal  | dec     | oct        |
| hex    | showbase | showpoint | Uppercase | showpos | scientific |
| fixed  | unitbuf  | stdio     |           |         |            |

io\_state <iostream>

|         |        |         |        |
|---------|--------|---------|--------|
| goodbit | eofbit | Failbit | badbit |
|---------|--------|---------|--------|

open\_mode <iostream>

|           |        |     |     |       |          |
|-----------|--------|-----|-----|-------|----------|
| in        | out    | ate | App | trunc | nocreate |
| noreplace | binary |     |     |       |          |

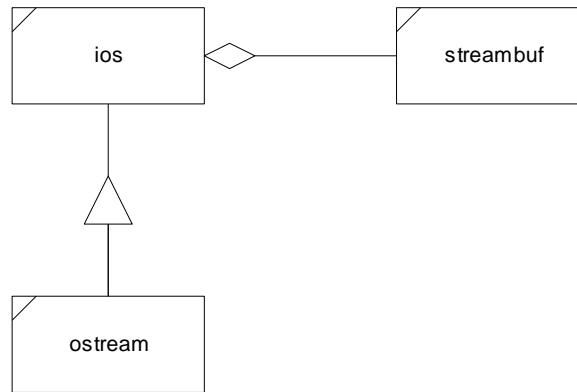
seek\_dir <iostream>

|     |     |     |
|-----|-----|-----|
| beg | cur | End |
|-----|-----|-----|

Manipulators <iostream> or <iomanip>

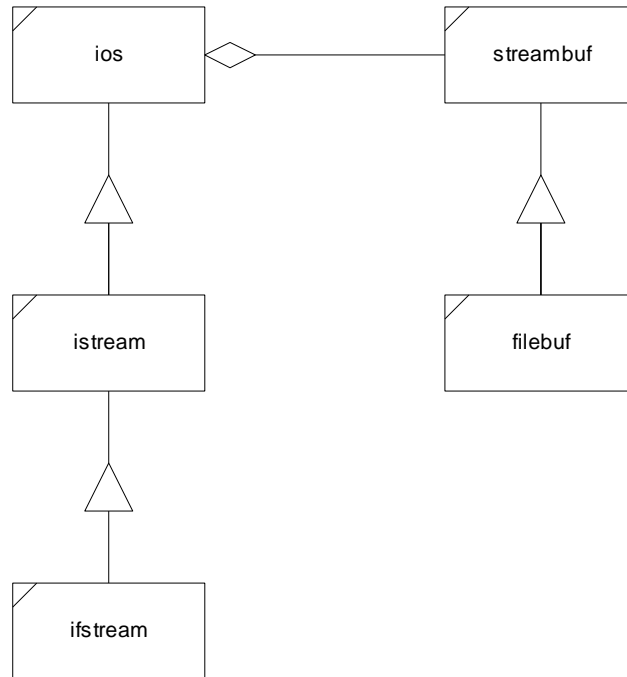
|               |                 |               |             |              |               |
|---------------|-----------------|---------------|-------------|--------------|---------------|
| dec           | oct             | hex           | endl        | ends         | flush         |
| ws            | (re)setiosflags | setbase       | Setfill     | setprecision | setw          |
| (no)boolalpha | (no)showbase    | (no)showpoint | (no)showpos | (no)skipws   | (no)uppercase |
| internal      | left            | right         | fixed       | scientific   |               |

## ostreams <iostream>



| <b>ostream</b>   | <b>ios</b>  | <b>streambuf</b>   |
|--|---|--|
| ostream(streambuf*)<br>~ostream( )<br>ostream& seekp(streampos);<br>ostream& seekp(streamoff,<br>seek_dir)<br>streampos tellp()<br>ostream& put(char)<br>ostream& write(char*, int)<br>ostream& flush( )<br>ostream& operator<<(xxx) | ios(streambuf*)<br>~ios( )<br>streambuf* rdbuf( )<br>long flags( )<br><br>long flags(long)<br>long setf(long, long)<br>long unsetf(long)<br>int width(int)<br>char fill(char)<br>int precision(int)<br><br>ostream* tie(ostream*)<br><br>int eof( )<br>int good( )<br>void clear( )<br>int operator!( )<br>static void sync_with_stdio( ) | streambuf( )<br>streambuf(char*, int)<br>~streambuf( )<br>streambuf* setbuf(char*, int)<br><br>int sgetc( )<br>void stoss( )<br>int sbumpc( )<br>int sputc(int)<br>int out_waiting( )<br>streampos<br>seekpos(streampos, int)<br>streampos seekoff(streamoff,<br>ios::seek_dir, int) |

## ifstreams <fstream> and <iostream>



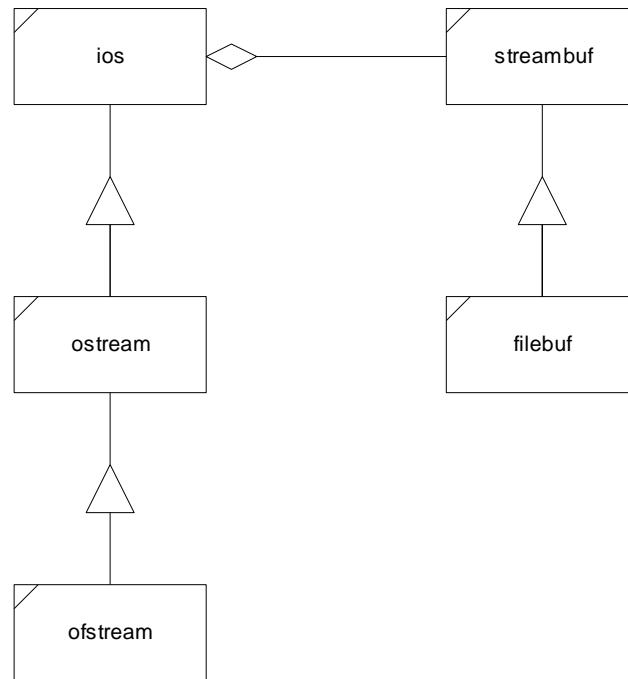
### ifstream

```
ifstream( )
ifstream(char*, int, int)
ifstream(int)
ifstream(int, char*, int)
~ifstream( )
filebuf* rdbuf( )
void open(char*, int, int)
void attach(int)
void close( )
int fd( )
int is_open( )
```

### filebuf

```
filebuf( )
filebuf(int)
filebuf(int, char* int)
~filebuf( )
int is_open( )
int fd( )
filebuf* open(char*, int, int)
filebuf* close( )
filebuf* attach(int)
streambuf* setbuf(char*, int)
streampos seekoff(streamoff,
ios::seek_dir, int)
```

## ofstreams <fstream> and <iostream>



### ofstream

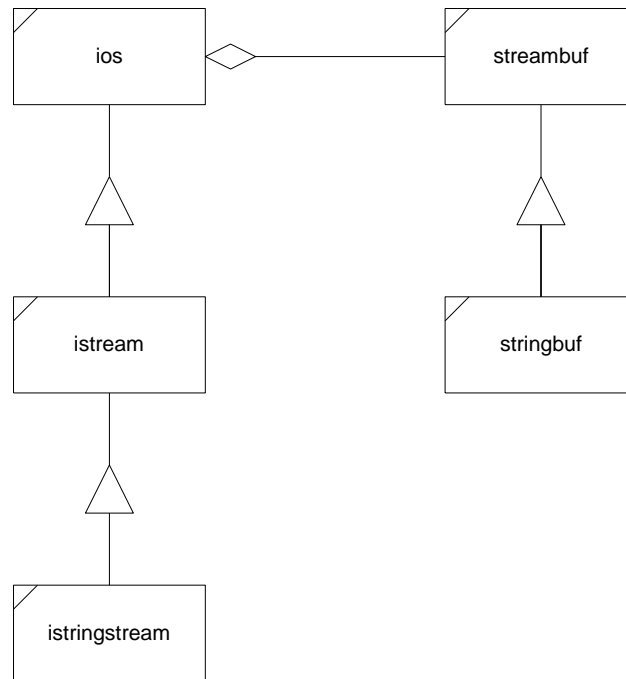
```
ofstream( )
ofstream(char*, int, int)
ofstream(int)
ofstream(int, char*, int)
~ofstream( )
filebuf* rdbuf( )
void open(const char*, int, int)
void close( )
streambuf* setbuf(char*, int)
int setmode(int)
void attach(int)

int fd( )
int is_open( )
```

### filebuf

```
filebuf( )
filebuf(int)
filebuf(int, char* int)
~filebuf( )
int is_open( )
int fd( )
filebuf* open(char*, int, int)
filebuf* close( )
filebuf* attach(int)
streambuf* setbuf(char*, int)
streampos seekoff(streamoff,
ios::seek_dir, int)
```

## istringstream <sstream>



### istringstream

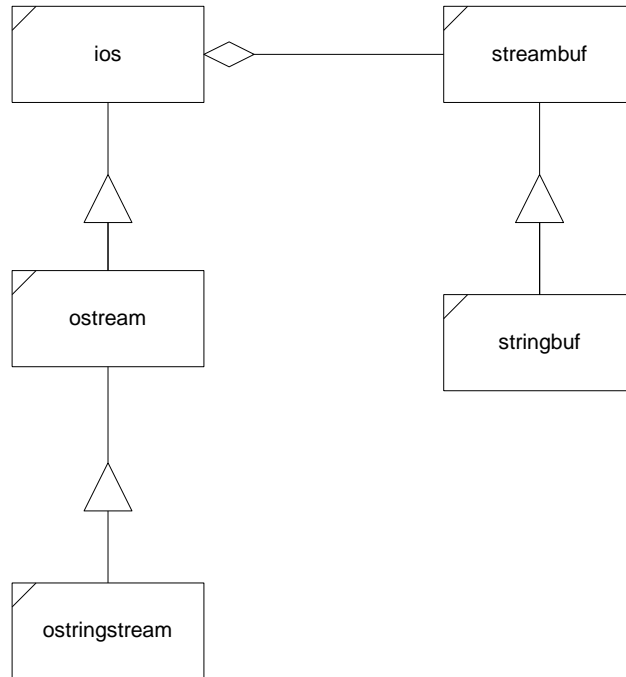
```
istringstream(ios::openmode
mode = ios::in)
istringstream(const string &s,
ios::openmode mode = ios::in)

~istringstream()
stringbuf *rdbuf()
string str()
Void str(const string& s)
```

### stringstream

```
stringstream(ios::openmode
mode=ios::in | ios::out)
stringstream(const string &s,
ios::openmode mode =
ios::in | ios::out)
~stringstream()
string str()
void str(const string &s)
```

## **ostringstream <sstream>**



### **ostringstream**

```
ostringstream(ios::openmode  
mode=ios::out)  
ostringstream(const string &s,  
ios::openmode mode=ios::out)
```

```
~ostringstream( )  
stringstream* rdbuf()  
string str()  
Void str(const string& s);
```

### **stringstream**

```
stringstream(ios::openmode  
mode=ios::in | ios::out)  
stringstream(const string &s,  
ios::openmode mode =  
ios::in | ios::out)  
~stringstream()  
void str(const string &s)  
string str()
```



