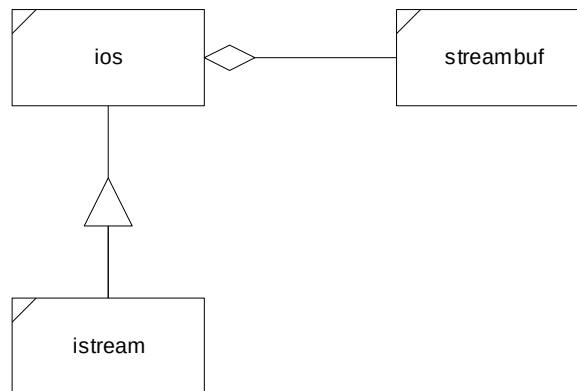


Reference for `std::iostream` Library

Jim Fawcett
CSE687 – Object Oriented Design
Spring 2010

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

io_state <iostream>

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

open_mode <iostream>

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

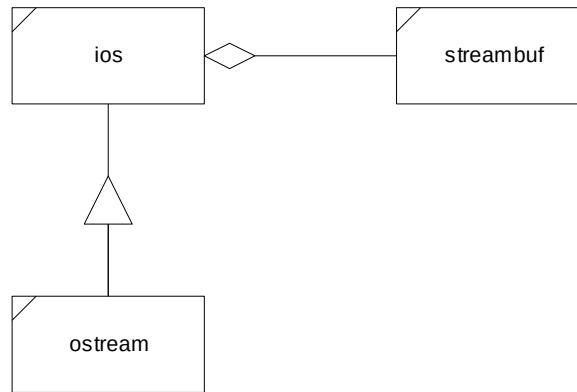
seek_dir <iostream>

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

Manipulators <iostream> or <iomanip>

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

ostreams <iostream>



ostream

```

ostream(streambuf*)
~ostream( )
ostream& seekp(streampos);
ostream& seekp(streamoff,
seek_dir)
streampos tellp()
ostream& put(char)
ostream& write(char*, int)
ostream& flush( )
ostream& 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)

ostream* tie(ostream*)

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

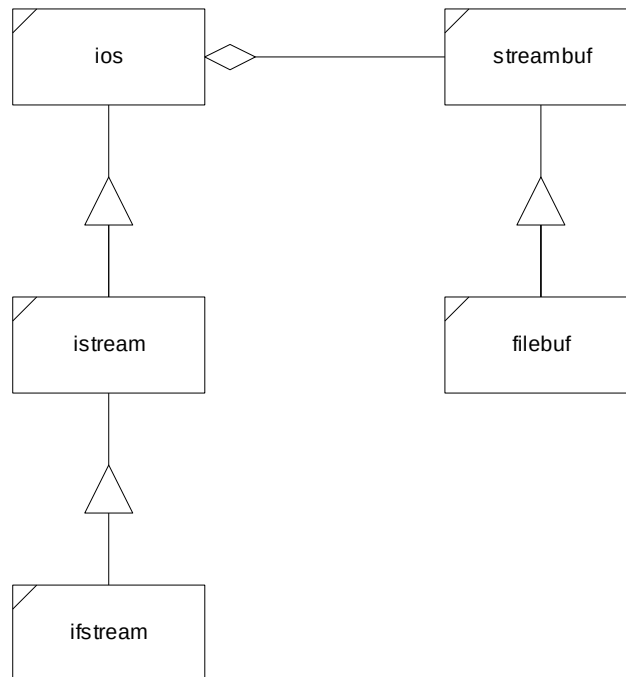
streambuf

```

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)
  
```

ifstreams <fstream> and <iostream>



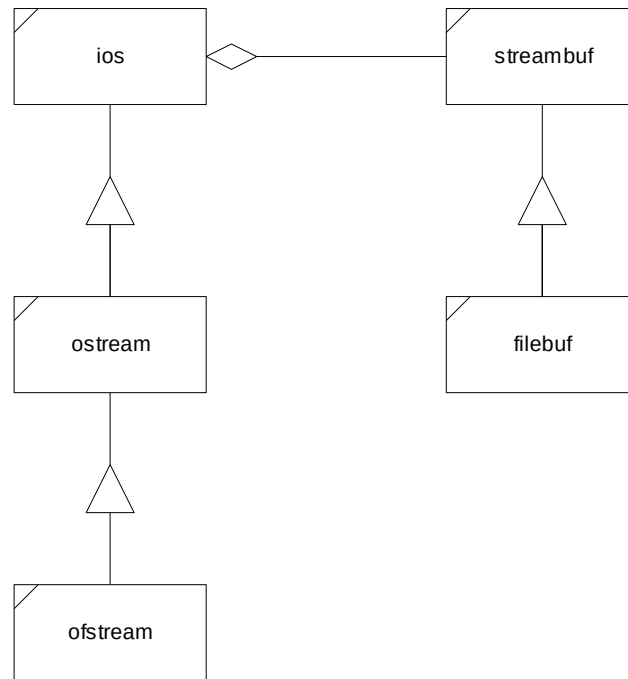
ifstream

```
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

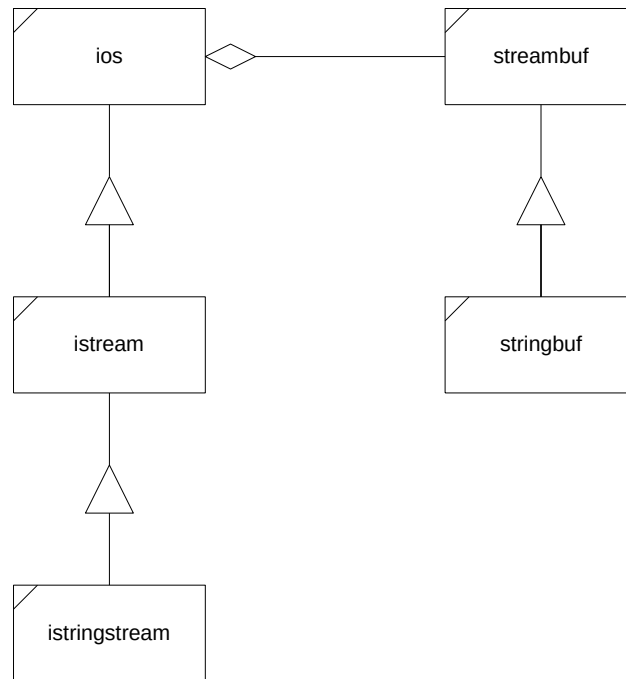
```
ofstream()
ofstream(char*, int, int)
ofstream(int)
ofstream(int, char*, int)
~ofstream()
filebuf* rdbuf()
void open(const char*, int, int)
void close()
streambuf* setbuf(char*, int)
int setmode(int)
void attach(int)

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

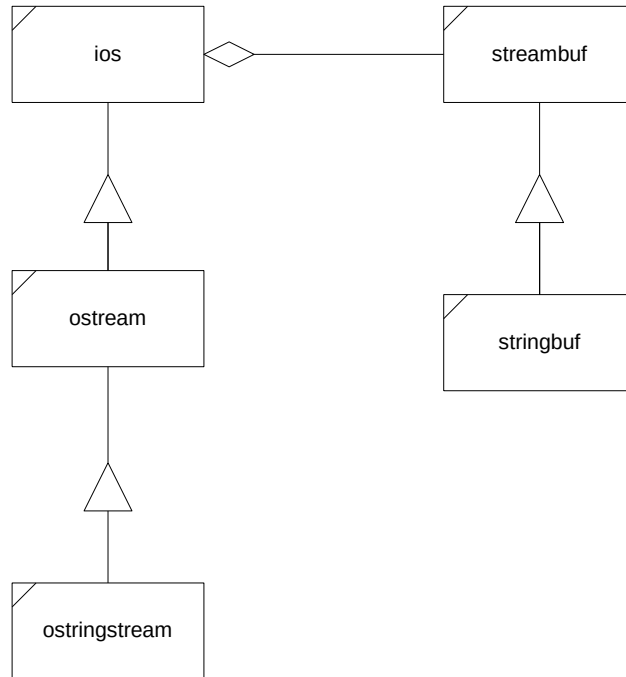
```
istringstream(ios::openmode
mode = ios::in)
istringstream(const string &s,
ios::openmode mode = ios::in)
```

```
~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( )
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()
void str(const string &s)
string str()
```

