

Re: Writing a .txt file

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2008-04/msg00031.html>

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"Lucress Carol" <incognito.me@xxxxxx> ha scritto nel messaggio
news:1e004544-6c9c-4841-affb-c8fd4f72e845@xx

3- finally write in a .txt file the
number j(number of time that the for-loop has been executed)
and the number S for each j like this:
j=0 S=x
j=1 S=x
j=2 S=x
Steps 1 and 2 work fine.
Does someone has an idea how I can write
the js and the number S in a .txt file?

Hi Lucress,

add #include <fstream> to your include file list, and try this adjustment to
your main() function:

<code>

```
int main()
{
srand((unsigned)time(0));
int p=3;
int j;
double S,array[3];

// *** Create output file
ofstream outFile;
outFile.open( "I:\\OutFile.txt" );

for(j=0;j<3;j++){
RandomNum(-1.5,1.5 ,p,&array[0]);
S=AdditionArr (&array[0],p);
for (int k=0; k<p; k++){
cout << "array"<<"["<< k << "]" <<" = " << array[k] << endl;
```

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```
}  
cout << "S=" << S << endl;  
  
// *** Write to file  
outFile << "j=" << j << " S=" << S << endl;  
  
cout << endl;  
}  
  
// *** Closes the file  
// (The destructor does that, too)  
outFile.close();  
  
return 0;  
}  
</code>
```

I used ofstream class to write text data to file.

My comments to explain new code are identified by // ***

I've tested that code and it seems to work...

BTW: I prefer using `std::vector< double >` or `valarray of doubles`, instead of raw C arrays... just IMHO.

HTH,
Giovanni

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