# File Handling

# File Handling

IFC AppWizard - Step 1	? X
Application OK Cancel	What type of application would you like to create? C Single document Multiple documents Dialog based Document/View architecture support? What language would you like your resources in? English [United States] (APPwZENU.DLL
< Back	Next > Finish Cancel

MFC AppWizard - Step 4 of 4	AppWizard creates CFilerApp CFilerDIg	the following classes for you:
	Class name:	Header file:
	CFilerApp	filer.h
	Base class:	Implementation file:
	CWinApp	filer.cpp
< Back	Next>	Finish Cancel

# filerDlg.h

```
class CFilerDlg : public CDialog
Ł
// Construction
public:
   CFilerDlq(CWnd* pParent = NULL); // standard constructor
// Dialog Data
   //{{AFX_DATA(CFilerDlg)
   enum { IDD = IDD_FILER_DIALOG };
       // NOTE: the ClassWizard will add data members here
   //}}AFX_DATA
   // ClassWizard generated virtual function overrides
   //{{AFX_VIRTUAL(CFilerDlg)
   protected:
   virtual void DoDataExchange(CDataExchange* pDX); // DDX/DDV support
   //}}AFX VIRTUAL
// Implementation
protected:
   HICON m_hIcon;
   char OutString[4][20];
   char InString[20];
```

# Filerdlg.cpp

Message Maps	Member Variables Automation Activ	eX Events Class Info	
roject:	Add Member Variable	Add Class 👻 📔	
iler A Kanadan Din K	Member variable name:	ОК	Add Variable
:\\filer\filerDlg.h ontrol [Ds:	m_text1	Cancel	Delete Variable
IDC_BUTTON1 IDC_EDIT1	Category:		Update <u>C</u> olumns
DC_EDIT2 DCANCEL DOK	Value  Variable type: CString		<u>Bind All</u>
escription:	Description: CString with length validation		

#### Connect to member variable

dessage Maps	Member Variables Automation Active	X Events Class Info	
roject:	Add Member Variable	Add Class 👻 📗	
ler Litalia Niti	Member variable name:	ОК	Add Variable
\\filer\filerDlg.h, ontrol <u>I</u> Ds:	Cancel	Delete Variable	
DC BUTTON1	Category:		Update <u>C</u> olumns
DC_EDIT1 DC_EDIT2 DCANCEL DOK	Value  Variable type: CString		<u>Bind All</u>
escription:	Description: CString with length validation		

Message Maps	Member Variables	Automation	ActiveX Events	Class Info	
Project:	Add Member Va	iriable	?	x	Add Class 🔻
filer C.\\filer\filerDIg.h, Control IDs: IDC_BUTTON1 IDC_EDIT1 IDC_EDIT2 IDCANCEL IDOK	Member variable [m_text2] Category: [Value Variable type: [CString]	e name:		OK ancel	<u>A</u> dd Variable Delete Variable Update <u>C</u> olumns <u>B</u> ind All
Description:	Description: CString with len	gth validation			

# FilerDlg.cpp

Edit			Cancel	
Edit				
TODO: Place di	alog controls here.	Add Member Function		? ×
	Read and write fro	Member function name:		ОК
		OnButton1		Cancel
		Message: BN_CLICKED		
		Object ID: IDC_BUTTO	N1	

```
void CFilerDlg::OnButton1()
ſ
    77 TODO: Add your control notification handler code here
    CFile OutFile("data.dat", CFile::modeCreate| CFile::modeWrite);
    for(int loop_index=0;loop_index <4; loop_index++){</pre>
        OutFile.Write(OutString[loop_index],20);
    OutFile.Close();
    CFile InFile("data.dat" , CFile :: modeRead);
    for(loop_index =0;loop_index <4; loop_index++){</pre>
        InFile.Seek(20* loop_index,CFile::begin);
        int NumberCharacters = InFileRead(InString,20);
        m text2 += CString(InString);
    UpdateData(false);
    InFile.Close();
}
```