

Re: what is different between <fstream.h> and <fstream>MS VC++

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-01/4256.html

From: Armando (armandopoulos_at_yahoo.fr)

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oldwolf@inspire.net.nz (Old Wolf) wrote in message
news:<843a4f78.0401281211.20b94325@posting.google.com>...
> > > *I habe some error in my programm, because i use <fstream.h>, I want to*
> > > *use <fstream> but i don't know which fonctions i must modify in my*
> > > *program ?*
> >
> > *yes i am writing 'using namespace std ;' and the errors are*
> >
> > *error C2228: left of '.open' must have class/struct/union type*
> > *error C2228: left of '.eof' must have class/struct/union type*
> > *error C1903: unable to recover from previous error(s); stopping*
> > *compilation*
> > *Error executing cl.exe.*
> >
> > *and my header file is here:*
> >
>
> *#include <iostream>*
>
> > *#include <fstream>*
> > *#include <string>*
> *(etc.)*
>
> *You might find that you need*
> *#include <istream>*
> *and/or*
> *#include <ostream>*
> *too.*

//=====

Thanks you everybody

i am writting 2 programs in VC++ 6.0, one for XML files the header is up i have no problem which them it is ok, and the second programm is a dynamic table to memory some data typ is ok. but i want to put the both programs together (2 classes in 1) and i don't any code of program and try to compile alone the xml.cpp file and i become this errors.

Compiling...

xml.cpp

\\config\xml.cpp(164) : error C2228: left of '.open' must have
class/struct/union type

config_xml_1\\config\xml.cpp(167) : error C2228: left of '.eof' must
have class/struct/union type

config_xml_1\\config\xml.cpp(167) : fatal error C1903: unable to
recover from previous error(s); stopping compilation

Generating Code...

Compiling...

Config.cpp

Generating Code...

Error executing cl.exe.

Config.exe – 3 error(s), 0 warning(s)

#=====

here are the errors line from the xml.cpp

the first ==> fileread.open(infile,ios::in);

the second ==> while(!fileread.eof())

#=====

here are the headers of the both programs.

#=====

#ifndef _XML_H

#define _XML_H

#include<fstream>

#include<string>

using namespace std;

class XML

{

private:

 ifstream fileread;

 ofstream filewrite;

public:

 // For reading file and inserting the key and value pairs into
XML file

 static void readfile(char *infile,string key1,string
text1,string str_value,string val);

 // Function for converting the function parameters into XML file

 static void writeXML(char *infile,string val,char *path);

 // retrieving the value

 string getValue(char *infile,char *path);

```
};

#endif // _XML_H

#-----
#ifndef _Config_h
#define _Config_h

#include <dynamictable.h>
#include <strings.h>

class Config {

private:

    DynamicTable<String *> Values ;

    String filename , path ;

public:

// StandardKonstruktor
    Config();
// Konstruktor
    Config (String , String);
// Desrtruktor
    ~Config();

// PutString --- Put a string value (true string) into the DynamicTable
    char* PutString(String Key, String Value);
// void PutString(String Key, String Value);
// GetString --- Get a string value (true string) from the DynamicTable
    String GetString (String Key);

// PutColor --- Put a color value into the DynamicTable
    void PutInt(String key , int value);

// PutFloat --- Put a color value into the DynamicTable
    void PutFloat (const char * Name, double Value);

// PutColor --- Put a color value into the DynamicTable
    void PutColor (const char * Name, const COLORREF Value = 0);

// GetFloat --- Get a floating-point value from the DynamicTable
    double GetFloat (String key);

// GetInt --- Get a Int value from the DynamicTable
    int GetInt (String key);
```

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```
// GetColor --- Get a color (COLORREF) value from the DynamicTable
```

```
COLORREF GetColor(String key);
```

```
// Save the value
```

```
void save ();
```

```
};
```

```
#endif // Config_h
```

```
#=====
```

THX

Armando