Output File Stream Encyclopedia Article

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Output File Stream

Output is anything, meaningful or otherwise, that comes out of a computer. In a number of **programming** languages, including **C++** and **Java**, a type of output is termed the output **file stream**. The output file **stream** refers to the stream of information that flows between two objects. In this case, one of the objects is information entered via a keyboard or from a file (the sender) and the other **object** is a file to which the information is to be routed (the receiver).

The file stream is in the form of bytes, such as **ASCII** characters. The output file stream can be used to place the output from a program directly into a file. When a file is opened, an object is created and a stream is associated with that object. The object that is opened is referred to as an ofstream object. The ofstream can write the **data** to an output file.

Generally, the output file stream ofstream is written as

- <stream variable name>
- <stream variable name>.open(<file name>)

The **variable** name can be any **identifier** that is recognizable in the programming language; out_file, for example.

The output file stream is closed when a particular task is completed (when the data has been placed in a file). To continue the above example, if the variable name selected was out_file, then the command to close would be:

- out_file.close()