



Sequential Files

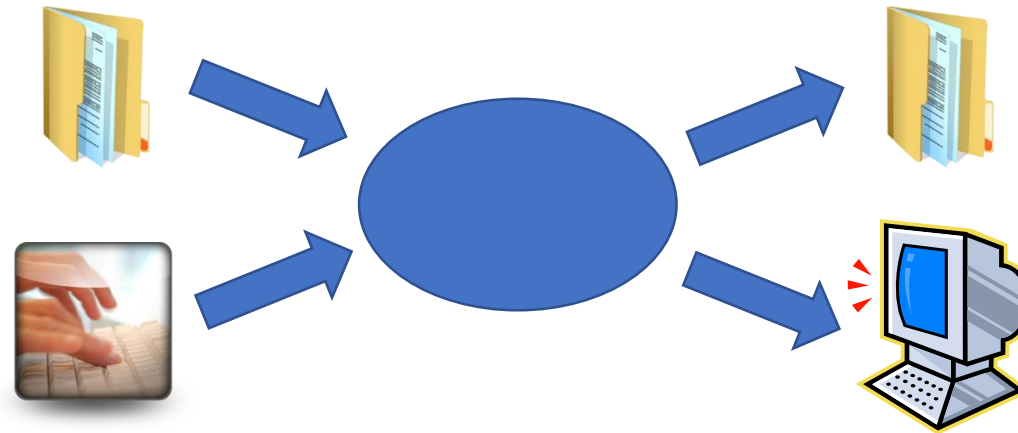




Sequential Files

File handling is an alternative method to using the keyboard and display for input and output.

Information can be received directly from a text file or sent directly to a text file.





Sequential Files

Sending data to a file allows the output to be permanently stored.

The stored data could then be read back into the program the next time it is executed.

Imagine a computer game kept a high scores table.

Without file handling, the high scores would only exist until the game was turned off. The next time you played, they would be gone.

File handling allows the scores to be saved by the program and loaded in each time the game is started.





Input from Sequential Files

If we wanted to input a score from a text file we would write:

OPEN *“mytextfile.txt”*

RECEIVE *score* **FROM** *“mytextfile.txt”*

CLOSE *“mytextfile.txt”*

Notice that the file has to be **opened** before it can be read and then **closed** again when the input is complete.





Output to Sequential Files

If we wanted to output a score to a text file we would write:

CREATE *"mytextfile.txt"*

This is required if the file to be written to does not already exist

OPEN *"mytextfile.txt"*

SEND *score* TO *"mytextfile.txt"*

CLOSE *"mytextfile.txt"*



Sequential Files - Operations

Open

Initialises a file to prepare it to be read from or written to

Create

Establish a new file and give it a name

Read

Copy data from a file and store it in memory (variable/array)

Write

Copy data memory (variable/array) and place it in a file

Close

Close a file