

# EECS 10: Computational Methods in Electrical and Computer Engineering

## Lecture 23

Rainer Dömer

doemer@uci.edu

The Henry Samueli School of Engineering  
Electrical Engineering and Computer Science  
University of California, Irvine

## Lecture 23: Overview

- Course Administration
  - Reminder: Final course evaluation
- File Processing
  - Introduction
  - Standard input and output streams
  - File streams, I/O
  - Standard library functions in `stdio.h`
  - Program example `PhotoLab.c`

## Course Administration

- Final Course Evaluation
  - Open until end of 10<sup>th</sup> week
  - Nov. 26, 2007, 12pm - Dec. 9, 2007, 11:45pm
  - Online via EEE Evaluation application
- Mandatory Evaluation of Course and Instructor
  - Voluntary
  - Anonymous
  - Very valuable
    - Help to improve this class!
- Please spend 5 minutes!

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## File Processing

- Introduction
  - Up to now, all data processed is available only during program run time
    - At program completion, all data is lost
  - *Persistent data* is stored even after a program exits
  - Persistent data is stored in files...
    - ... on the harddisk
    - ... on a removable disk (CD, memory stick, ...)
    - ... on a tape, ...
  - Input and output from/to files is organized as *I/O streams*

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## File Processing

- I/O Streams
  - Standard I/O streams (opened by the system)
    - `stdin`      standard input stream (i.e. `scanf()`)
    - `stdout`     standard output stream (i.e. `printf()`)
    - `stderr`    standard error stream (i.e. `fprintf()`)
  - File I/O streams (explicitly opened by a program)
    - Open a file        `fopen()`
    - Write data to a file `fprintf()`, `fputs()`, etc.
    - Read data from a file `fscanf()`, `fgets()`, etc.
    - Close a file      `fclose()`
  - In C, all I/O functions are ...
    - ... declared in header file `stdio.h`
    - ... implemented in the standard C library

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## Standard I/O Functions

- Functions declared in `stdio.h` (part 1/4)
  - `int printf(const char *fmt, ...);`
  - `int scanf(const char *fmt, ...);`
    - formatted output/input to/from stream `stdin/stdout`
  - `int sprintf(char *s, const char *fmt, ...);`
  - `int sscanf(const char *s, const char *fmt, ...);`
    - formatted output/input to/from a string `s`
  - `int getchar(void);`
  - `int putchar(int c);`
    - input/output of a single character to/from stream `stdin/stdout`
  - `char *gets(char *s);`
  - `int puts(const char *s);`
    - input/output of strings to/from stream `stdin/stdout`

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## Standard I/O Functions

- Functions declared in `stdio.h` (part 2/4)

- `typedef __FILE FILE;`
  - opaque type for a file handle
- `FILE *fopen(const char *n, const char *m);`
  - open file named `n` for input ("`r`"), output ("`w`"), or append ("`a`")
  - returns a file handle, or `NULL` in case of an error
- `int fclose(FILE *f);`
  - closes an open file handle
- `int fprintf(FILE *f, const char *fmt, ...);`
- `int fscanf(FILE *f, const char *fmt, ...);`
- `int fgetc(FILE *f);`
- `char *fgets(char *s, int n, FILE *f);`
- `int fputc(int c, FILE *f);`
- `int fputs(const char *s, FILE *f);`
  - input/output functions from/to stream `f`
- `int fflush(FILE *f);`
  - flushes any unwritten data from a buffer into the file

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## Standard I/O Functions

- Functions declared in `stdio.h` (part 3/4)

- `typedef unsigned int size_t;`
  - type for size of a block of memory (number of bytes)
- `size_t fread(void *p, size_t s, size_t n, FILE *f);`
  - binary input to memory location `p` for `n` times `s` bytes from file `f`
- `size_t fwrite(const void *p, size_t s, size_t n, FILE *f);`
  - binary output from memory location `p` for `n` times `s` bytes to file `f`
- `int fseek(FILE *f, long pos, int w);`
  - move to position `pos` in file `f` (from beginning/current pos/end)
- `long ftell(FILE *f);`
  - return the current position in file `f` (from beginning)
- `void rewind(FILE *f);`
  - move to beginning of file `f`
- `int feof(FILE *f);`
  - check if end of file `f` is reached

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## Standard Library Functions

- Functions declared in `stdio.h` (part 4/4)
  - `int ferror(FILE *f);`
    - returns the current error status for file `f`
  - `void perror(const char *prg);`
    - print current error for program `prg` to stream `stderr`
  - `int remove(const char *filename);`
    - delete file `filename`
  - `int rename(const char *old, const char *new);`
    - rename file `old` to new name `new`

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## File Processing

- Program example: **PhotoLab**
  - Digital image manipulation
    - Read an image from a file
    - Manipulate the image in memory
    - Write the modified image to file
  - Portable Pixel Map (PPM) file format
    - simple uncompressed file format for color images
    - Header section (including picture width, height)
    - Data section (pixel values in Red/Green/Blue format)

```
P6
800 450
255
RGBRGBRGB...
```

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## File Processing

- Program example: PhotoLab.c (part 1/10)

```

/*****
/* PhotoLab.c: final assignment for EECS 10 in Fall 2007 */
/*
/* modifications: (most recent first)
/* 12/01/07 RD adjusted for lecture usage
/*****

#include <stdio.h>
#include <stdlib.h>

/** global definitions */

#define WIDTH 800 /* image width */
#define HEIGHT 450 /* image height */
#define SLEN 80 /* max. string length */

...

```

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## File Processing

- Program example: PhotoLab.c (part 2/10)

```

...
/** function definitions */

/* write the RGB image to a PPM file */
/* (return 0 for success, >0 for error) */
int SaveImage(char fname[SLEN],
              unsigned char R[WIDTH][HEIGHT],
              unsigned char G[WIDTH][HEIGHT],
              unsigned char B[WIDTH][HEIGHT])
{
    FILE *File;
    int x, y;
    File = fopen(fname, "w");
    if (!File)
    {
        printf("\nCannot open file \"%s\"!\n", fname);
        return(1);
    }
}
...

```

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## File Processing

- Program example: PhotoLab.c (part 3/10)

```

...
fprintf(File, "P6\n");
fprintf(File, "%d %d\n", WIDTH, HEIGHT);
fprintf(File, "255\n");
for(y=0; y<HEIGHT; y++)
{
    for(x=0; x<WIDTH; x++)
    {
        fputc(R[x][y], File);
        fputc(G[x][y], File);
        fputc(B[x][y], File);
    }
}
if (ferror(File))
{
    printf("\nFile error while writing to file!\n");
    return(2);
}
fclose(File);
return(0); /* success! */
} /* end of SaveImage */
...

```

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## File Processing

- Program example: PhotoLab.c (part 4/10)

```

...
/* read an image file into the RGB data structure */
/* (return 0 for success, >0 for error) */

int ReadImage(char fname[SLEN],
              unsigned char R[WIDTH][HEIGHT],
              unsigned char G[WIDTH][HEIGHT],
              unsigned char B[WIDTH][HEIGHT])
{
    FILE *File;
    char Type[SLEN];
    int Width, Height, MaxValue, x, y;

    File = fopen(fname, "r");
    if (!File)
    {
        printf("\nCannot open file \"%s\"!\n", fname);
        return(1);
    }
}
...

```

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## File Processing

- Program example: PhotoLab.c (part 5/10)

```
...
fscanf(File, "%79s", Type);
if (Type[0] != 'P' || Type[1] != '6' || Type[2] != 0)
{   printf("\nUnsupported file format!\n");
    return(2);
}
fscanf(File, "%d", &Width);
if (Width != WIDTH)
{   printf("\nUnsupported image width %d!\n", Width);
    return(3);
}
fscanf(File, "%d", &Height);
if (Height != HEIGHT)
{   printf("\nUnsupported image height %d!\n", Height);
    return(4);
}
...
```

## File Processing

- Program example: PhotoLab.c (part 6/10)

```
...
fscanf(File, "%d", &MaxValue);
if (MaxValue != 255)
{   printf("\nUnsupported maximum %d!\n", MaxValue);
    return(5);
}
if ('\n' != fgetc(File))
{   printf("\nCarriage return expected!\n");
    return(6);
}
for(y=0; y<HEIGHT; y++)
{   for(x=0; x<WIDTH; x++)
    {   R[x][y] = fgetc(File);
        G[x][y] = fgetc(File);
        B[x][y] = fgetc(File);
    }
}
...
```



## File Processing

- Program example: PhotoLab.c (part 7/10)

```
...
    if (ferror(File))
    {   printf("\nFile error while reading from file!\n");
        return(7);
    }
    fclose(File);
    return(0); /* success! */
} /* end of ReadImage */
...
```

## File Processing

- Program example: PhotoLab.c (part 8/10)

```
...
/* modify the image... ;-) */

void ModifyImage(unsigned char R[WIDTH][HEIGHT],
                 unsigned char G[WIDTH][HEIGHT],
                 unsigned char B[WIDTH][HEIGHT])
{
    int x, y;

    for(y=0; y<HEIGHT; y++)
    {   for(x=0; x<WIDTH; x++)
        {   R[x][y] = R[x][(HEIGHT+y)/2];
            G[x][y] = G[x][(HEIGHT+y)/2];
            B[x][y] = B[x][(HEIGHT+y)/2];
        }
    }

} /* end of ModifyImage */
...
```

## File Processing

- Program example: PhotoLab.c (part 9/10)

```
...
/** main program */

int main(void)
{
    /* image data */
    unsigned char R[WIDTH][HEIGHT];
    unsigned char G[WIDTH][HEIGHT];
    unsigned char B[WIDTH][HEIGHT];
    /* file name */
    char fname[SLEN];

    ...
}
```

## File Processing

- Program example: PhotoLab.c (part 10/10)

```
...
printf("Enter input file name: ");
scanf("%79s", fname);
if (ReadImage(fname, R,G,B) != 0)
{ exit(10); }

/* modify the image */
ModifyImage(R, G, B);

printf("Enter output file name: ");
scanf("%79s", fname);
if (SaveImage(fname, R,G,B) != 0)
{ exit(10); }

return 0;
} /* end of main */

/* EOF */
```

## File Processing

- Example session:

```
% vi PhotoLab.c
% gcc PhotoLab.c -o PhotoLab -Wall -ansi
% PhotoLab
Enter input file name: imgColor.ppm
Enter output file name: newFile.ppm
%
```



imgColor.ppm



newFile.ppm