

```

1  /*
2     Name: FilenameProcessing
3     Description: How to pass filenames to a function
4  */
5
6
7  #include <iostream>
8  #include <cstdlib>
9  #include <fstream>
10 #include <string>           //include string library for string methods
11
12 using namespace std;
13
14 void processFiles(const char *, const char *); // "const char *" denotes
15                                               // a constant "C String"
16
17 int main()
18 {
19     string inputFile, outputFile;
20     cout << "Enter the name of the input file: ";
21     cin >> inputFile;
22     cout << "Enter the name of the output file: ";
23     cin >> outputFile;
24
25     //Call the file processing function converting the "C++ String" objects
26     //into "C Strings" using the c_str() method
27     processFiles(inputFile.c_str(), outputFile.c_str());
28
29     return 0;
30 } //end main
31
32
33 //This function accepts two "C string" arguments
34 void processFiles(const char *infile, const char *outfile)
35 {
36     int c;
37
38     ifstream input;
39     ofstream output;
40
41     input.open(infile);
42     output.open(outfile);
43
44     if (!input.is_open()) {
45         cout << "\nERROR: could not find the input file: " << infile << endl;
46         exit(1);
47     }
48
49     if (!output.is_open()) {
50         cout << "\nERROR: could not find the output file: " << outfile << endl;
51         exit(1);
52     }
53
54     // Character by character copy from input to output until End of File
55     while (!input.eof()) {
56         c = input.get();
57         output.put(c);
58     }
59
60     input.close();
61     output.close();
62 } //end processFiles

```