

Output Buffering and flush Exercises

- Explain what is meant by I/O buffering
 - I/O operations are held in memory and performed in bulk
- Why is it considered beneficial?
 - I/O operations are very slow, so minimizing the number of operations improves performance
 - Operating systems have an optimal size for I/O operations. Waiting for the data to reach this size improves performance
- Are there any disadvantages to it?
 - If the program crashes, all data in the I/O buffer is lost

- What effect does the flush manipulator have?
 - It forces the I/O buffer to be emptied
- Give an example of a situation where it could be useful
 - For writing important data, e.g. log files
- What effect does the endl manipulator have?
 - It is equivalent to a newline followed by flush