

# CIS 3990 Recitation 04

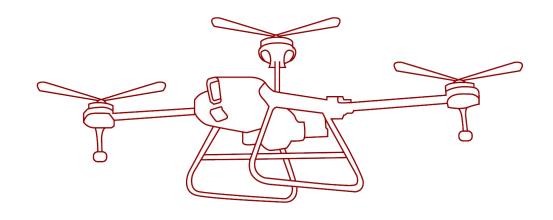
Locality & IO 2025-09-25

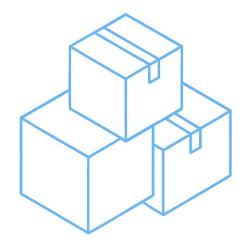
# Agenda

- 01 Logistics
- 02 IO manipulation
- 03 Locality

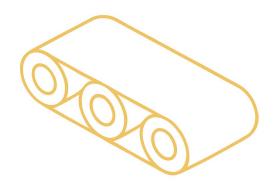


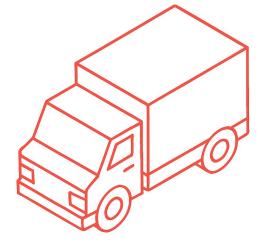






# Logistics





# Logistics



- HW04 out due 11:59pm on Tues, Sep 30 via Gradescope
- HW03 out due TONIGHT, Sep 25 via Gradescope
- Check-in should be out can be used to reopen any one of the HW00 - HW03

 HW01 and HW02 graded for style - feel free to reopen, fix, and resubmit if you're unhappy with the grade

CIS 3990





# Input & Output

Performance & Manipulation





## **Buffers?**



 Whenever our program has to interact with other parts of the computer - files on disk, command line interface, etc. - it has to make a system call, which takes time

- Therefore, to mitigate the number of system calls, we try to pack as much data as reasonably possible in every system call:
  - Read more data from a file in advance
  - Wait for data to accumulate before writing



**Drawbacks - lecture** 

**Benefits - now** 



#### **Drawbacks - lecture**

 It looks like code did not execute - requires flushing

#### **Benefits - now**



#### **Drawbacks - lecture**

 It looks like code did not execute - requires flushing

Object-related overhead

#### **Benefits - now**



#### **Drawbacks - lecture**

 It looks like code did not - Performance - demo execute - requires flushing

**Benefits - now** 

Object-related overhead

### Performance Demo



```
[moya@5ad86bf379f8 rec 04] - (main) % tree
-- Makefile
-- baseline.cpp
-- beemovie.txt
-- buffered_read_char.cpp
-- buffered read line.cpp
-- buffered_write.cpp
-- buffered_write_flushed.cpp
-- manipulation.cpp
-- shrek.txt
-- unbuffered_read.cpp
-- unbuffered_write.cpp
```

# IO Manipulation



 Another advantage of streams is the availability of convenient output modifiers

- Most are part of either
  - <iomanip> (manual include)
  - <ios> (automatically included when including <iostream>)

# IO Manipulation & Demo

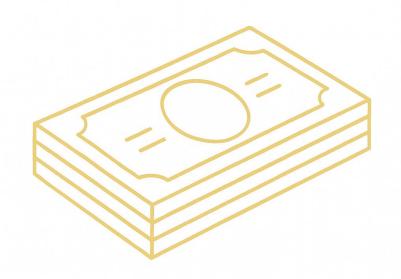


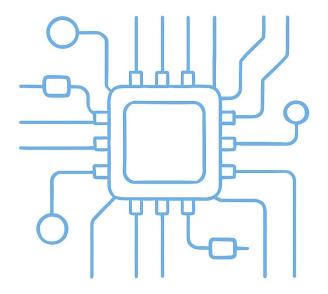
- Allows for modification of:
  - Numerical base
  - Precision for floating point numbers
  - Output format
  - Field width
  - Whitespace fill character
  - Alignment

Most of the flags are sticky, some are not though



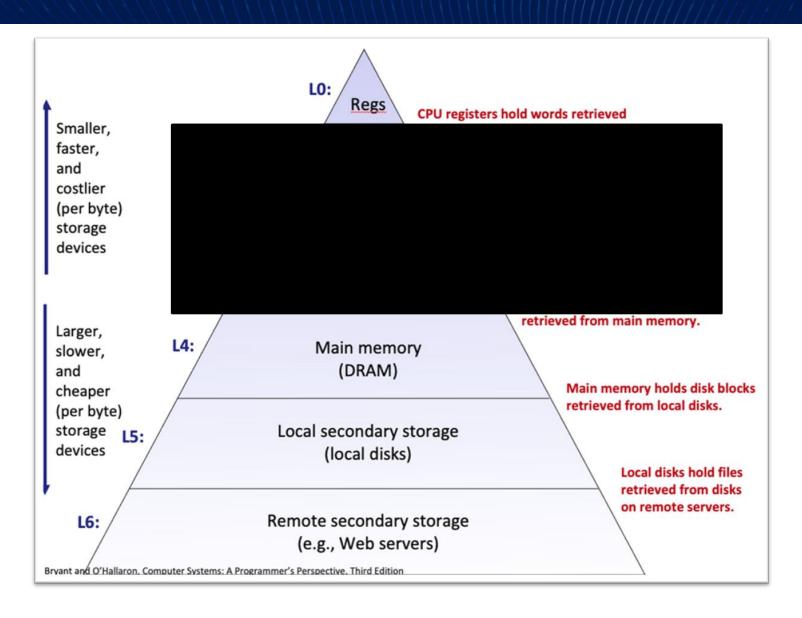
# Caches





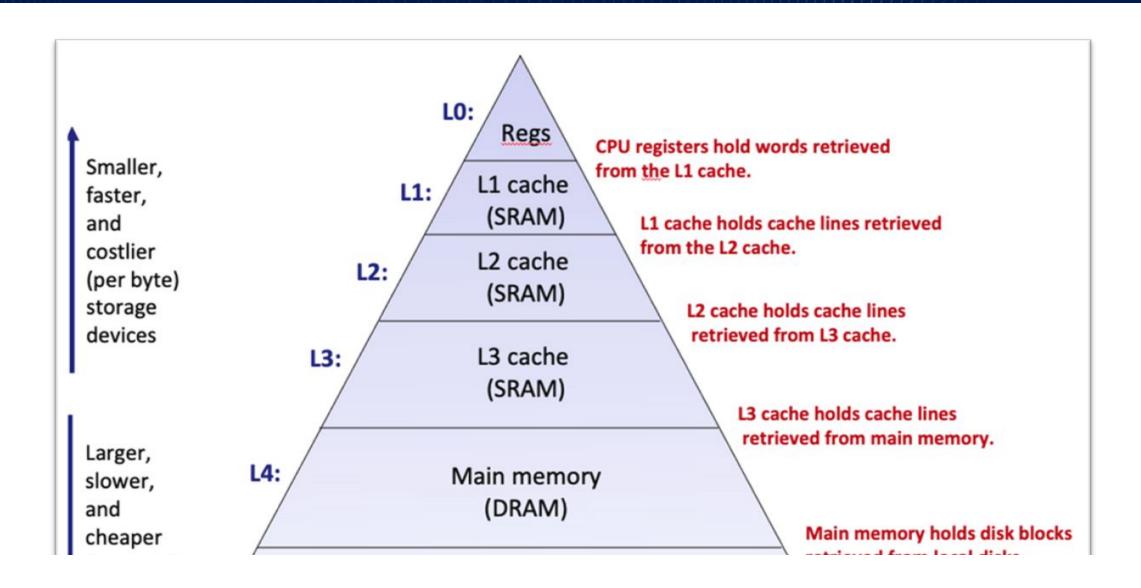
# Travis hid them from you





# Red pill





# Chalk, talk, demo



comparchviz.com

# That's all Folks!