

Remember When

```
#include <iostream>  
using namespace std;
```

```
int main()  
{
```

```
    string Name;  
    bool Friendly;  
    int Age;  
    float Height;  
    char Race;
```

```
    Name = "Zorkie";  
    Friendly = true;  
    Age = 235;  
    Height = 5.46;  
    Race = 'N';
```

```
}
```



Getting the Information

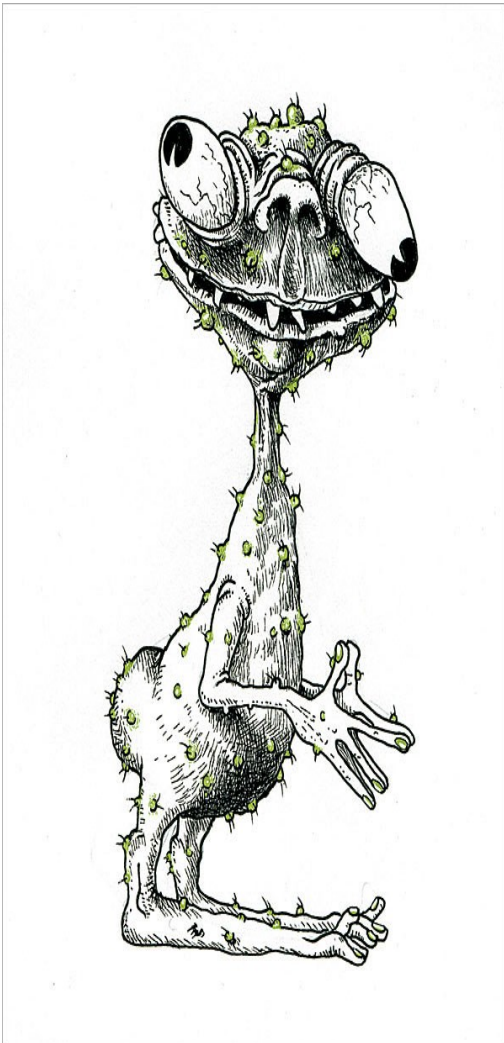
```
#include <iostream>
using namespace std;

int main()
{
    string Name;
    bool Friendly;
    int Age;
    float Height;
    char Race;
    int HoldIt; //To hold the screen.

    cout << "Monster Name: ";
    cin >> Name;
    cout << "Is he friendly (1/0): ";
    cin >> Friendly;
    cout << "How old is he? : ";
    cin >> Age;
    cout << "How tall? : ";
    cin >> Height;
    cout << "What is his race? : ";
    cin >> Race;
    cout << "Thanks for your input.";
    cin >> HoldIt;
}
```



Saving the Data



```
#include <iostream>
#include <fstream>
using namespace std;

int main()
{
    string Name;
    bool Friendly;
    int Age;
    float Height;
    char Race;
    int HoldIt; //To hold the screen.

    cout << "Monster Name: ";
    cin >> Name;
    cout << "Is he friendly (1/0): ";
    cin >> Friendly;
    cout << "How old is he? : ";
    cin >> Age;
    cout << "How tall? : ";
    cin >> Height;
    cout << "What is his race? : ";
    cin >> Race;
    cout << "Thanks for your input.";
    cin >> HoldIt;

    ofstream output; //setup output stream object.
    output.open("Zorkie.ini");
    output << Name << "\n";
    output << Friendly << "\n";
    output << Age << "\n";
    output << Height << "\n";
    output << Race << "\n";

}
```

Getting the Data

```
#include <iostream>
#include <fstream>

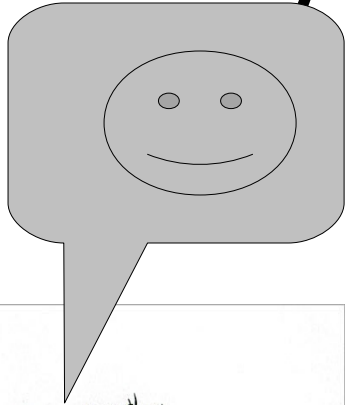
using namespace std;

int main()
{
    string Name;
    bool Friendly;
    int Age;
    float Height;
    char Race;
    int HoldIt; //To hold the screen.

    ifstream input; //setup input stream object.
    input.open("Zorkie.ini");
    input >> Name;
    input >> Friendly;
    input >> Age;
    input >> Height;
    input >> Race;
    cout << "Name: " << Name << "\n";
    cout << "Friendly: " << Friendly << "\n" ;
    cout << "Age: " << Age << "\n" ;
    cout << "Height: " << Height << "\n" ;
    cout << "Race: " << Race << "\n" ;

    cin >> HoldIt;
}
```

A New Idea!



```
#include <iostream>
using namespace std;
```

```
struct Monster
{
    string Name;
    bool Friendly;
    int Age;
    float Height;
    char Race;
};
```

```
int main()
{
    Monster M1; //New data type...

    M1.Name = "Zorkie";
    M1.Friendly = true;
    M1.Height = 5.46;
    M1.Age = 124;
    M1.Race = 'N';
}
```