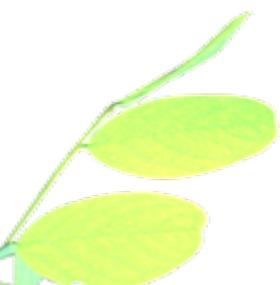# Introduction to C++ (Season 1)

Unit 2: The EGE Graphics Lib
第2单元:丹青画松石—EGE图形库

Section 3 : EGE Input and Output
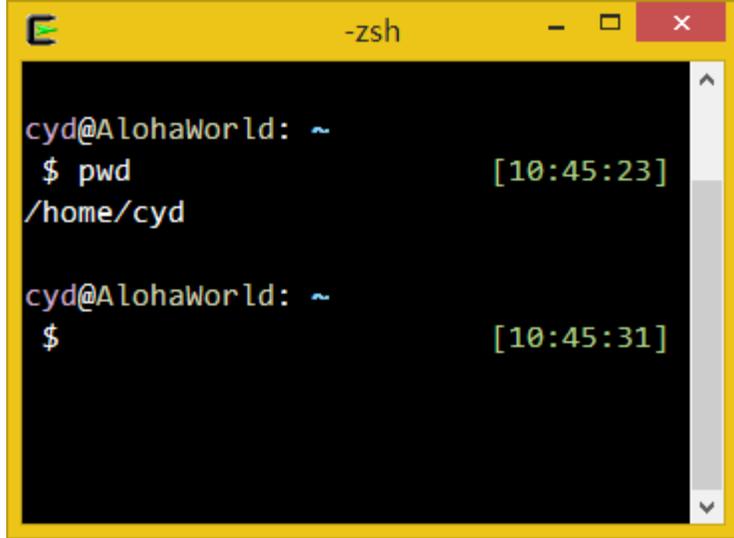第3节： EGE的输入输出

EGE Input and Output
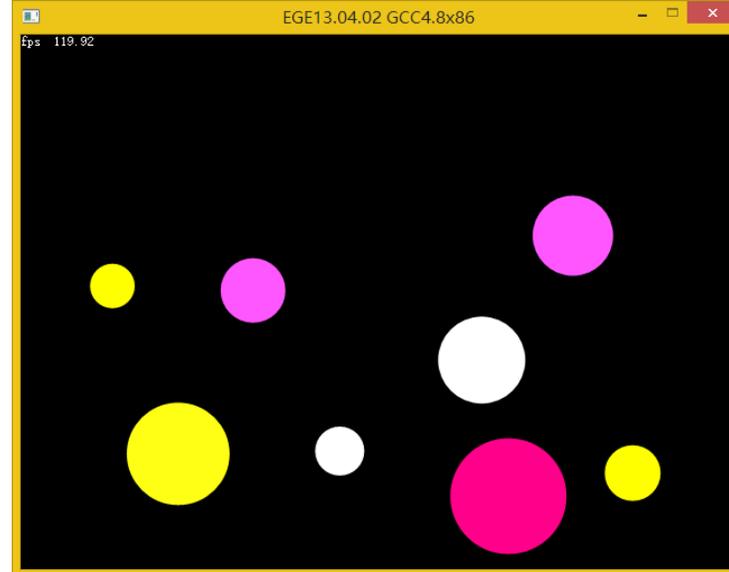
❖ Console Mode (控制台模式)

- row * column: m*n
- cin/cout
- iostream/fstream/sstream are OKay

❖ Graphics Mode (图形模式)

- pixel (像素)
- special functions for standard I/O
  - Input from keyboard
  - output to screen
- fstream/sstream are OKay

Example

```c
#include "graphics.h"
int main(){
  initgraph(640,480);
  char s[101];
  inputbox_getline("Input Box", "Input a string", s, 100);
  outtextxy(10,10,s);
  int x = getInteger();
  xyprintf(10,30,"This is an integer: %d", x);
  double y = getDouble();
  xyprintf(10,50,"This is a double: %f", y);
  getString(s, 100);
  outtextrect(10, 80, 100, 60, s);
  char c = getChar("Input a character");
  outtext(c);
  int coords[4];
  int* pc = getCoords(coords, 2);
  line(pc[0], pc[1], pc[2], pc[3]);
  ege::getch();
  closegraph();
  return 0;
}
```

→TestInput

EGE13.04.02 GCC4.8x86

Input Box

Please input a string

Just for Test

EGE13.04.02 GCC4.8x86

Just for Test
This is an integer: 1234567
This is a double: 3.141593

Another
string by
getString(