

Citire /Scriere de la tastatura C

```
#include <stdio.h>
int main() {
    int a, b;
    printf( "Introduceti doua numere: " );
    scanf( "%d%d", &a, &b );
    printf( "Suma numerelor este %d\n", a + b );
    return 0;
}
```

Citire /Scriere folosind fisiere C

Varianta 1

```
#include <stdio.h>
int main() {
    int a, b;
    //declar mai intai fariabilele de tip file
    FILE *fin,*fout;
    //deschid fisierul de intrare si il asociez variabilei fin
    fin =fopen("date.in","r");
    //deschid fisierul de iesire si il asociez variabilei fout
    fout=fopen("date.out", "w");
    fscanf( fin, "%d%d", &a, &b );
    fprintf( fout,"Suma numerelor este %d\n", a + b );
    fclose(fin);
    fclose(fout);
    return 0;
}
```

Varianta 2

```
#include <stdio.h>
int main() {
    int a, b;
    //acelasi lucru dar mai scurt
    FILE *fin =fopen("date.in","r");
    FILE *fout=fopen("date.out", "w");
    fscanf( fin, "%d%d", &a, &b );
    fprintf( fout,"Suma numerelor este %d\n", a + b );
    fclose(fin);
    fclose(fout);
    return 0;
}
```

Citire /Scriere de la tastatura C++

```
#include <iostream>
using namespace std;
int main() {
    int a, b;
    cout<< "Introduceti doua numere: ";
    cin>>a>>b;
    cout<< "Suma numerelor este<< a + b ;
    return 0;
}
```

Citire /Scriere din/in fisiere in C++

```
#include <fstream>
Using namespace std;
int main() {
    int a, b;
    ifstream fin("date.in");
    ofstream fout("date.in");
    fin>>a>>b;
    fout<< a + b ;
    return 0;
}
```