

How to extract text from PDF with PDF extractor SDK in C++ with ByteScout Data Extraction Suite

This code in C++ shows how to extract text from PDF with PDF extractor SDK with this how to tutorial

This sample source code below will display you how to extract text from PDF with PDF extractor SDK in C++. ByteScout Data Extraction Suite is the set that includes 3 SDK products for data extraction from PDF, scans, images and from spreadsheets: PDF Extractor SDK, Data Extraction SDK, Barcode Reader SDK. It can be applied to extract text from PDF with PDF extractor SDK using C++.

Want to save time? You will save a lot of time on writing and testing code as you may just take the C++ code from ByteScout Data Extraction Suite for extract text from PDF with PDF extractor SDK below and use it in your application. Just copy and paste the code into your C++ application's code and follow the instructions. Enjoy writing a code with ready-to-use sample C++ codes.

All these programming tutorials along with source code samples and ByteScout free trial version are available for download from our website.

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Source Code Files:

CPPEExample.cpp

```
#include "stdafx.h"
#include "comip.h"

#import "c:\\Program Files\\Bytescout PDF Extractor SDK\\net4.00\\Bytescout.PDFExtractor.dll"
using namespace Bytescout_PDFExtractor;

int _tmain(int argc, _TCHAR* argv[])
{
    // Initialize COM.
    HRESULT hr = CoInitializeEx(NULL, COINIT_APARTMENTTHREADED);

    // Create the interface pointer.
    _TextExtractorPtr pITextExtractor(__uuidof(TextExtractor));

    // Set the registration name and key
    // Note: You should use _bstr_t or BSTR to pass string to the library
    _bstr_t bstrRegName(L"DEMO");
    pITextExtractor->put_RegistrationName(bstrRegName);

    _bstr_t bstrRegKey(L"DEMO");
    pITextExtractor->put_RegistrationKey(bstrRegKey);

    // Load sample PDF document
    _bstr_t bstrPath(L"..\\..\\sample3.pdf");
    pITextExtractor->LoadDocumentFromFile(bstrPath);

    // Save extracted text to file
    _bstr_t bstrOutputFile(L"output.txt");
    pITextExtractor->SaveTextToFile(bstrOutputFile);

    pITextExtractor->Release();

    CoUninitialize();

    return 0;
}
```

stdafx.cpp

```
// stdafx.cpp : source file that includes just the standard includes
// CPPEExample.pch will be the pre-compiled header
// stdafx.obj will contain the pre-compiled type information

#include "stdafx.h"
```

```
// TODO: reference any additional headers you need in STDAFX.H
// and not in this file
```

stdafx.h

```
// stdafx.h : include file for standard system include files,
// or project specific include files that are used frequently, but
// are changed infrequently
//

#pragma once

#include "targetver.h"

#include <stdio.h>
#include <tchar.h>


// TODO: reference additional headers your program requires here
```

targetver.h

```
#pragma once

// Including SDKDDKVer.h defines the highest available Windows platform.

// If you wish to build your application for a previous Windows platform, include WinSxS.h
// set the _WIN32_WINNT macro to the platform you wish to support before including SDKDDKVer.h

#include <SDKDDKVer.h>
```

VIDEO

<https://www.youtube.com/watch?v=NEwNs2b9YN8>

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