



BASIC INPUT/OUTPUT IN C++

- C++ comes with libraries which helps us in performing input/output. In C++ sequence of bytes corresponding to input and output are commonly known as streams.
- **Input Stream:** Direction of flow of bytes takes place from input device(for ex Keyboard) to the main memory.
- Output Stream: Direction of flow of bytes takes place from main memory to the output device (for example Display)

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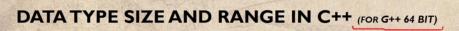
LIST OF RESERVED KEYWORDS IN C++



- This is a list of keywords reserved in C++.
- Since they are used by the language itself, these keywords are not available for re-definition or overloading.
- In short, you cannot create a variable with these names

alignas (snce C++11)
alignaf (snce C++11)
delete(i)
do delete(i)
reinterpret_cast
requires (snce C+20)
short
short
short
signed
delete(i)
reinterpret_cast
requires (snce C++20)
short
short
signed
delete(i)
reinterpret_cast
requires (snce C++20)
short
signed
delete(i)
reinterpret_cast
requires (snce C++20)
static_asser(i)
static_asser(t (snce C++1))
static_asser(t (snce C++1))
static_asser(t (snce C++1))
static_asser(t (snce C++1))
float
synchronized (TM TS)
template
the delete(i)
reinterpret_cast
requires (snce C++20)
struct(i)
static_asser(t (snce C++1))
struct(i)
struct(ii)
struct(iii)
st







DATA TYPE	SIZE (IN BYTES)	RANGE
short int	2	-32,768 to 32,767
unsigned short int	2	0 to 65,535
unsigned int	4	0 to 4,294,967,295
int	4	-2,147,483,648 to 2,147,483,647
long int	4	-2,147,483,648 to 2,147,483,647
unsigned long int	4	0 to 4,294,967,295
long long int	8	-(2^63) to (2^63)-I
unsigned long long int	8	0 to 18,446,744,073,709,551,615
signed char	1	-128 to 127
unsigned char	1	0 to 255
float	4	
double	8	
long double	12	
wchar_t	2 or 4	I wide character