C++ Notes

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C++ comes with libraries that provide us with many ways for performing input and output. In C++ input and output are performed in the form of a sequence of bytes or more commonly known as streams.

Input Stream: If the direction of flow of bytes is from the device(for example, Keyboard) to the main memory then this process is called input.

Output Stream: If the direction of flow of bytes is opposite, i.e. from main memory to device( display screen ) then this process is called output.

**Output instruction**

In C standard output device is moniter and printf() is use to data \ message to moniter.

Printf is predefined

In C++ we use Cout

Cout<<”hello SCA”;

Printf(“sum of %d and %d is %d”,a,b,c);

Cout<<”sum of”<<a<<”and <<”is”<<c;

Printf(“%d”,a+b);

Cout<<a+b;

**Input instruction**

In c we use scanf()

In c++ Cin>>variable

In c++ cin to get a value

The identifier cin is a predefined object in C++

The operator>> is know as extraction on get from operator

Cin>>a

Cin>>a>>b;

According to the ANSI standard for c languages Explicit declaration of function is recommended but not mandatory

ANSI standard for C++ language says explicit declaration of function is compulsory

**About Iostream**

We need to include header file iostream.h it contains declaration for the identifier cout and the operator (<< ) and also for the identifier cin and operator (>>)

Header file contains declaration of identifiers

Identifiers can be function name ,variable,objects,macros etc.

end//using for next line

**Sample program**

#include<iostream.h>

#include<conio.h>

Void main()

{

Clrscr()

Int x;

Cout<<”enter a number “<<endl;

Cin>>x;

Int s=x\*x

Cout<<”square of “<<x<<”is”<<s;

Getch();

}