**include <iostream.h>**

This line is read "pound include i-o-stream dot h". The effect of this line is to essentially "copy and paste" the entire file iostream.h into your own file at this line. So you can think of this syntax as replacing the line #include <iostream.h> with the contents of the file iostream.h.

**#include** is known as a preprocessor directive,which is used to load files..

**<>** indicate the start and end of file name to be loaded.. you can use " " quotes too instead of <>

// Standard iostream objects -\*- C++ -\*-

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//

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/\*\* @file include/iostream

\* This is a Standard C++ Library header.

\*/

//

// ISO C++ 14882: 27.3 Standard iostream objects

//

#ifndef \_GLIBCXX\_IOSTREAM

#define \_GLIBCXX\_IOSTREAM 1

#pragma GCC system\_header

#include <bits/c++config.h>

#include <ostream>

#include <istream>

namespace std \_GLIBCXX\_VISIBILITY(default)

{

\_GLIBCXX\_BEGIN\_NAMESPACE\_VERSION

/\*\*

\* @name Standard Stream Objects

\*

\* The &lt;iostream&gt; header declares the eight <em>standard stream

\* objects</em>. For other declarations, see

\* http://gcc.gnu.org/onlinedocs/libstdc++/manual/bk01pt11ch24.html

\* and the @link iosfwd I/O forward declarations @endlink

\*

\* They are required by default to cooperate with the global C

\* library's @c FILE streams, and to be available during program

\* startup and termination. For more information, see the HOWTO

\* linked to above.

\*/

//@{

extern istream cin; /// Linked to standard input

extern ostream cout; /// Linked to standard output

extern ostream cerr; /// Linked to standard error (unbuffered)

extern ostream clog; /// Linked to standard error (buffered)

#ifdef \_GLIBCXX\_USE\_WCHAR\_T

extern wistream wcin; /// Linked to standard input

extern wostream wcout; /// Linked to standard output

extern wostream wcerr; /// Linked to standard error (unbuffered)

extern wostream wclog; /// Linked to standard error (buffered)

#endif

//@}

// For construction of filebuffers for cout, cin, cerr, clog et. al.

static ios\_base::Init \_\_ioinit;

\_GLIBCXX\_END\_NAMESPACE\_VERSION

} // namespace

#endif /\* \_GLIBCXX\_IOSTREAM \*/