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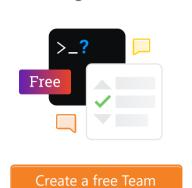
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What is the use of "using namespace std"? [duplicate]

Asked 9 years ago Modified 3 years, 7 months ago Viewed 268k times

This question already has answers here: Why is "using namespace std;" considered bad practice? (41 answers) <u>Using std Namespace</u> (16 answers) Closed 9 years ago.

What is the use of using namespace std?

I'd like to see explanation in Layman terms.

namespaces std using

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edited Nov 2, 2016 at 13:45 📆 Saurav Sahu **12k** • 5 • 55 • 74

asked Sep 20, 2013 at 10:06 Jarvis 619 • 1 • 6 • 4

Highest score (default)

answered Sep 20, 2013 at 10:43

Daniel Daranas

22.2k • 9 • 61 • 112

In layman terms, don't do that. Here be dragons. – Frédéric Hamidi Sep 20, 2013 at 10:08 🖍

<u>youtube.com/watch?v=xfgcEjCd9as</u> – NoWar Sep 24, 2015 at 18:43

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2 Answers

90

30

43

• **using**: You are going to use it.

namespace: To use what? A namespace.

• **std**: The std namespace (where features of the C++ Standard Library, such as string or vector, are declared).

Sorted by:

After you write this instruction, if the compiler sees string it will know that you may be referring to std::string, and if it sees vector, it will know that you may be referring to std::vector. (Provided that you have included in your compilation unit the header files where they are defined, of course.)

If you don't write it, when the compiler sees string or vector it will not know what you are refering to. You will need to explicitly tell it std::string or std::vector, and if you don't, you will get a compile error.

edited Feb 13, 2019 at 11:02

4 just perfect... – roottraveller Sep 11, 2017 at 11:05

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When you make a call to using namespace <some_namespace>; all symbols in that namespace will become visible without adding the namespace prefix. A symbol may be for instance a function, class or a variable.

E.g. if you add using namespace std; you can write just cout instead of std::cout when calling the operator cout defined in the namespace std.

This is somewhat dangerous because namespaces are meant to be used to avoid name collisions and by writing using namespace you spare some code, but loose this advantage. A better alternative is to use just specific symbols thus making them visible without the namespace prefix. Eg:

#include <iostream> using std::cout; int main() { cout << "Hello world!";</pre> return 0;

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edited Sep 20, 2013 at 10:24

answered Sep 20, 2013 at 10:17 Ivaylo Strandjev **67.4k** • 17 • 119 • 171

Bare in mind there are subtle differences between a using-directive and a using-declaration in regards to name lookup. – Simple Sep 20, 2013 at 10:24

@Simple I wanted to keep it simple because Op requested explanation in layman terms. – Ivaylo Strandjev Sep 20, 2013 at 10:25

Suppose one wishes to load everything from std . How to do? using std:: only? – Sigur Apr 18, 2017 at

It's also worth mentioning that using-directives and using-declarations are also subject to scope. Using using

if you want to load everything from the namespace you should be write using namespace std as I have written in my answer. However you should be aware of the consequences and you should only be using that if you really need it – Ivaylo Strandjev Apr 18, 2017 at 7:13 🖍

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1:11

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isn't universally bad. - thokra Sep 20, 2013 at 10:51

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