

# What is cin.ignore()

**Unable to read a string after reading a number.**

**I am not able to get input using getline if do sum before it. Is there any reason for that?**

If your program looks like this

```
int main()
{
    int x;
    string str;
    cout<<"Enter number";
    cin>>x; // when you enter a number and hit enter
    cin>>str; // this str will take that enter key and will not read a
string.
}
```

After enter a number from keyboard we hit enter key. That enter key remains in input buffer and `cin>>str;` will consider it as input and stops.

We should clear input buffer before reading a string .

`cin.ignore()` is used for clearing buffer.

## Why return 0;

**what is the meaning or use of return 0; here and what will happen if we don't use return 0 in our code.**

when a program is ending it should return 0.

It is like a standard in C++ programs, it must be written.  
return 0; means program has terminated successfully.

In some compiler program may run without return 0; also.

## How to read multiple words?

### How to read multiple words in a name?

if you want to read more than one word, then use getline.

Include a header file `#include<string>` or `#include<cstring>`

```
getline(cin,name);
```

## What is this endl?

endl is used for giving new line in output. Just like `\n`

`cout<<"hi"<<"bye";` will print like this hibye

`cout<<"hi"<<endl<<"bye";` will print on the screen like this

hi

bye

bye will print in next line.

## Difference between variable and Object

variables are names given to values.

variable of a class is called as object.

like

```
int x=10;
```

x is of type primitive data type (int) , it is a variable.

```
string name="Smith";
```

name is a variable of type string.

string is a class in C++. So name is an object.

