【C++】Day one

Class	C++
Date	@November 11, 2021
Material	
Series Number	
Summary	

【Ch1】Getting Started

1.2 A First Look At Input/Output

To handle input, we use an object of type istream named cin. This object is also referred to as the standard input.

For output, we use an ostream object name cout. This object is known as the standard output.

- The library also has two other ostream objects, named cerr and clog
  - cerr: Referred to as standard erro for warning and error messages
  - clog: For general information about the program.

Writing to a Stream

Examine the following code

```
#include <iostream>

int main() {
  std::cout << "Please input two numbers" << std::endl;
  int v1, v2;
  std::cin >> v1 >> v2;
  std::cout << "The sum of " << v1 <<  "and " << v2 << " is " << v1 + v2 << std::endl;
  return 0;
}
```

The << operator takes two operands:

- The left-hand operand must be an ostream object
- The right hand operand is a value to print.

Because the operator returns its left-hand operand, the result of the first operator becomes the left-hand operand of the second. The expression is equivalent to

```
(std::cout << "Please input two numbers.") << std:endl;
```

The first output operator prints a message to the user. That message is a string literal, which is a sequence of characters enclosed in double quotation marks.

The second operator prints endl, which is a special value called a manipulator. Writing endl has the effect of ending the currnet line and flushing the buffer associated with that device.