**What is #include<iostream>?**

* <iostream> is a header file. This file defines the cin, cout, cerr and clog objects, which corresponds to the standard input stream, the standard output stream, the un-buffered standard error stream, and the buffered standard error stream, respectively.
* Lines beginning with a *hash* sign (#) are directives for the preprocessor.
* #include<iostream> tells the preprocessor to include the iostream standard file.

**#include<iostream> CODE:**

// 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 \*/

**Why ‘using namespace std’ is/will be used?**

* All elements of the standard C++ library are declared within what is called a **namespace**, the namespace with the name **std.**
* So in order to access its functionality we declare with this expression that we will be using this entities.

**What does ‘int(main)’ means?**

* This line corresponds to the beginning of the definition of the main function.
* The main function is the point by where all c++ programs starts their execution, independently of its location within the source code.

-***LeeZah***