

Standard input & output

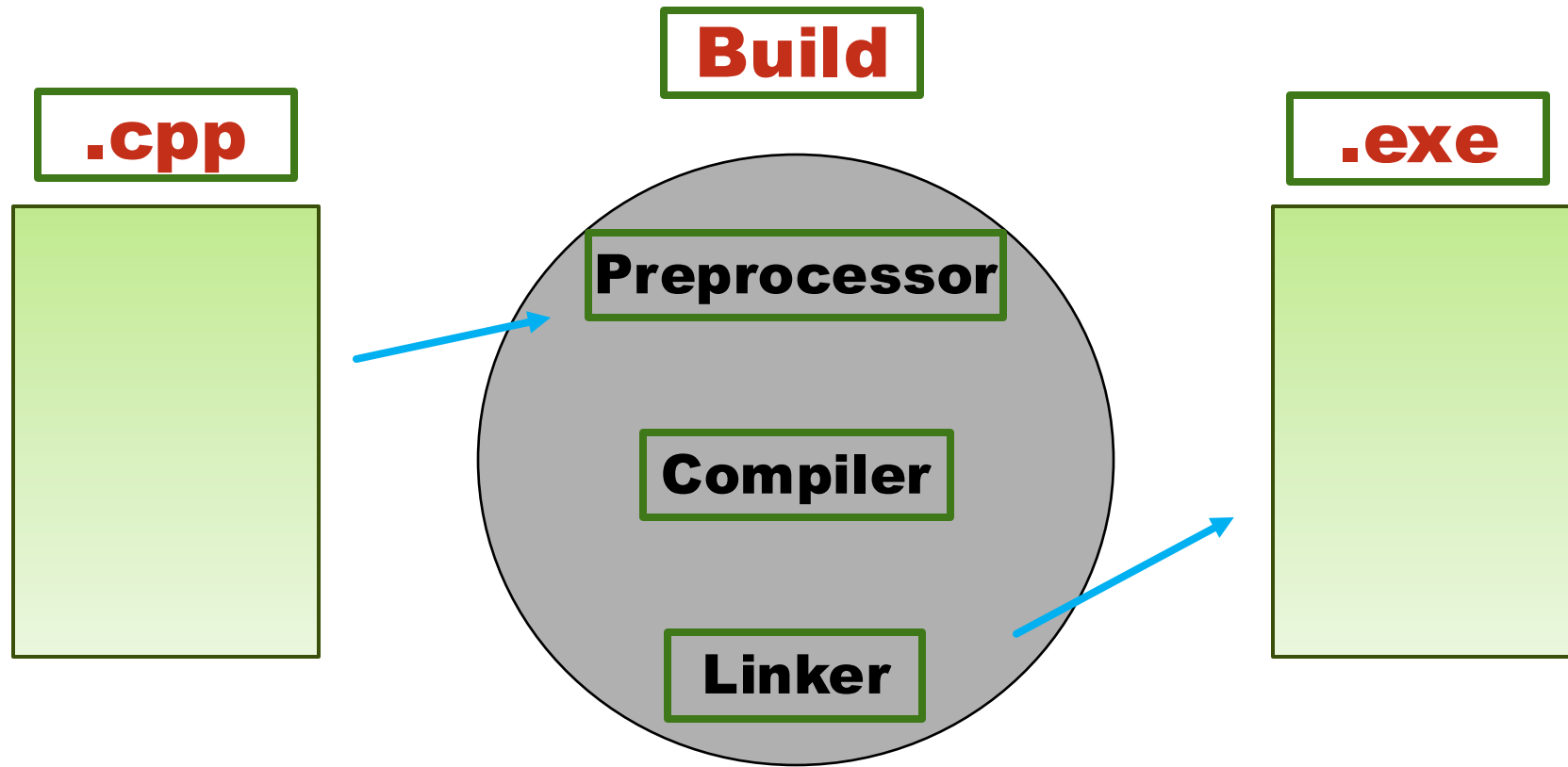


Mohammad Tasin

Agenda

- **Software development using C++**
- **iostream header**
- **namespaces**
- **cout statement**
- **cin statement**
- **First C++ Program**
- **endl**

Software development using C++



Compiler in C++ → g++

iostream header

- **iostream is a standard C++ header for declarations of cout and cin.**
- **iostream.h was old and non standard C++ way to declare cout and cin.**

namespaces

- **namespace in C++ allowed us to group named entities like variables, functions and classes.**
- **namespace declarations appear only at global scope**

```
namespace n1
```

```
{
```

```
    int a = 20;
```

```
    void F1()
```

```
    {
```

```
        cout<<"TasiNCoder";
```

```
    }
```

```
}
```

```
namespace n2
```

```
{
```

```
    int a = 10;
```

```
    void F1()
```

```
    {
```

```
        cout<<"Hello, Coders";
```

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
    n1::F1();
```

```
    cout<<endl;
```

```
    n2::F1();
```

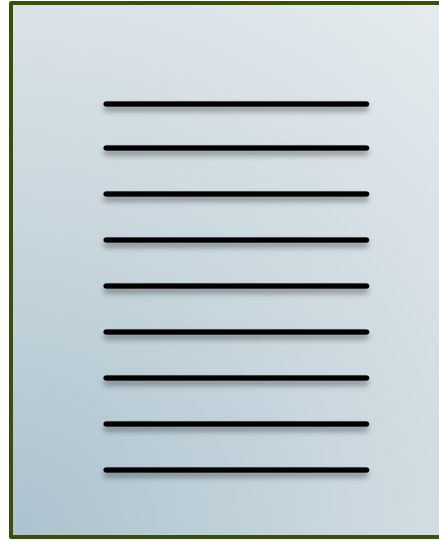
```
    return 0;
```

```
}
```

std



std



std



:: → Scope Resolution operator

cout statement

- **cout** → **predefine object**
- **<<** → **insertion operator**
- **cout<<"Tasin"<<x;**

cin statement

- **cin** → **predefine object**
- **>>** → **Extraction operator**
- **cin>>a>>b;**

First C++ Program

- Write a program to calculate sum of two numbers.

```
#include<iostream>
using namespace std;
int main()
{
    int a, b, c;

    cout<<"Enter two numbers : ";

    cin>>a>>b;

    c = a+b;

    cout<<"Sum is "<<c<<endl;

    return 0;
}
```

endl

- **endl** is a manipulator and does the same task as **'\n'** (newline) character during standard output