

C++ > C++ 5\_inputUser.cpp > main()

```
1  #include <iostream>
2  using namespace std;
3  int main()
4  {
5      //! to read data from user and store it inside the variable :
6      //! note
7      |    // the cin object , together with the >> operator is used to input values to variables
8      |    //~ syntax:
9      |    //std::cin >> identifiere ;
10     |    //~ (cin) : mean console input from the monitor
11     |    //~ (>>) :mean read
12     |    //~ (identifiere) : mean the variable that will save the value inside it
13     |    //~ (;) : mean end of the code
14     |    //~% but if you write (using namespace std;) dont need to write (std::)
15
16     return 0;
17 }
```