

```
//This programme reads the value of x from the keyboard and prints it to the screen

#include <iostream> // This library defines input and output of variables for the programme

void main() {

    int x; // Declaring a variable

    std::cout << " Enter the value of x" << std::endl; // Output stream: from the programme to
the screen, then starts a new line

    std::cin >> x; // Input stream: from the keyboard to the programme

    std::cout << "The value of x = " ; // Output stream: prints the value of x to the screen,
then starts a new line

                                                                    // Notice the alternative method of
starting a new line
    std::cout << x << "\n";

    system("pause"); // This statement prevents the programme from closing when it is finished
executing (might not be needed on some compilers)
}
```