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object  
std::cin  
<iostream>

extern istream cin;  
**Standard input stream**  
Object of class `istream` that represents the *standard input stream* oriented to narrow characters (of type `char`). It corresponds to the *C stream* `stdin`.  
The *standard input stream* is a source of characters determined by the environment. It is generally assumed to be input from an external source, such as the keyboard or a file.  
As an object of class `istream`, characters can be retrieved either as formatted data using the extraction operator (`operator>>`) or as unformatted data, using member functions such as `read`.  
The object is declared in header `<iostream>` with *external linkage* and *static duration*: it lasts the entire duration of the program.  
C++98 C++11 ?  
In terms of *static initialization order*, `cin` is guaranteed to be properly constructed and initialized no later than the first time an object of type `ios_base::Init` is constructed.  
`cin` is *tied* to the standard output stream `cout` (see `ios::tie`), which indicates that `cout`'s buffer is *flushed* (see `ostream::flush`) before each i/o operation performed on `cin`.  
By default, `cin` is synchronized with `stdin` (see `ios_base::sync_with_stdio`).  
A program should not mix input operations on `cin` with input operations on `wcin` (or with other wide-oriented input operations on `stdin`): Once an input operation has been performed on either, the *standard input stream* acquires an orientation (either *narrow* or *wide*) that can only be safely changed by calling `freopen` on `stdin`.  
For more information on the operations supported by `cin`, see the reference for its type: `istream`.  
**See also**  

<code>istream</code>	Input stream (class )
<code>cout</code>	Standard output stream (object )
<code>wcin</code>	Standard input stream (wide) (object )

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