



Search:

Reference <iostream> clog

Not logged in

register log in

C++

Information

Tutorials

Reference

Articles

Forum

Reference

C library:

Containers:

Input/Output:

<fstream>

<iomanip>

<ios>

<iosfwd>

<iostream>

<istream>

<ostream>

<sstream>

<streambuf>

Multi-threading:

Other:

<iostream>

objects:

cerr

cin

clog

cout

wcerr

wcin

wclog

wcout

Plsql Features

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>

object

std::clog

<iostream>

extern ostream clog;

Standard output stream for logging

Object of class `ostream` that represents the *standard logging stream* oriented to narrow characters (of type `char`). It corresponds, along with `cerr`, to the C stream `stderr`.

The *standard logging stream* is a destination of characters determined by the environment. This destination may be shared by more than one standard object (such as `cout` or `cerr`).

As an object of class `ostream`, characters can be written to it either as formatted data using the insertion operator (`operator<<`) or as unformatted data, using member functions such as `write`.

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*, `clog` is guaranteed to be properly constructed and initialized no later than the first time an object of type `ios_base::Init` is constructed.

`clog` is not *tied* to any other stream (see `ios::tie`).

By default, `clog` is synchronized with `stderr` (see `ios_base::sync_with_stdio`).

A program should not mix output operations on `clog` with output operations on `wclog` or `wcerr` (or with other wide-oriented output operations on `stderr`): Once an output operation has been performed on either, the *standard logging stream* acquires an orientation (either *narrow* or *wide*) that can only be safely changed by calling `freopen` on `stderr`.

For more information on the operations supported by `clog`, see the reference for its type: `ostream`.

See also

<code>ostream</code>	Output Stream (class)
<code>cout</code>	Standard output stream (object)
<code>cerr</code>	Standard output stream for errors (object)
<code>cin</code>	Standard input stream (object)
<code>wclog</code>	Standard output stream for logging (wide) (object)

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