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object

std::cout

<iostream>

extern ostream cout;

Standard output stream

Object of class `ostream` that represents the *standard output stream* oriented to narrow characters (of type `char`). It corresponds to the *C stream* `stdout`.

The *standard output stream* is the default destination of characters determined by the environment. This destination may be shared with more standard objects (such as `cerr` or `clog`).

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

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

By default, `cout` is synchronized with `stdout` (see `ios_base::sync_with_stdio`).

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

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

See also

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

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