**bad()** - A state of stream. Indicates that something serious happened (e.g. disk read error)

**buffer** - A data structure that iostream uses for holding the values that we give while communicating with the operating system

**clear()** - Changes state of stream to good() when no parameter is provided. In other cases, changes it to the state provided as a parameter.

**close()** - Explicitly closes the stream so that no part of program can use it

**device driver** - System program that handles the input/output device

**eof()** - A state of stream. Indicates that the end of file was reached

**fail()** - A state of stream. Indicates that something happened (e.g. the value has invalid type)

**file** - A sequence of bytes.

**good()** - A state of stream. Indicates that the operation succeeded

**ifstream**  - Input stream that reads files

**input device**  - A device used to input values (such as keyboard, microphone, camera)

**input operator** - >>

**iostream** - A part of standart library. Handles input and output of values

**istream** - Type used to deal with the streams of input

**ofstream** - Type used to deal with the streams of file input

**open()** - Explicitly opens the stream so that other parts of program can use it

**ostream** - Type used to deal with the streams of output

**ouput device** - A device used to output the sequence of characters (display, sound system, DVD-ROM)

**ouput operator** - <<

**stream state** - Indicates four types of istream errors

**structured file** - A file with particular format of its values representation

**terminator** - A symbol used to indicate that the stream has to be terminated

**unget()** - returns the character back into the stream