Introduction

This chapter will cover all input and output features in C++17.

The input and output streams enable us to communicate with the outside world. A stream is an infinite character stream on which we can push or pull data. Push is called writing, pull is called reading.

The input and output streams:

- were used long before the first C++ standard (C++98) in 1998.

- are for the extensibility designed framework.

- are implemented according to the object-oriented and generic paradigms.

In the next lesson, we'll discuss how the string stream family lets us store and manipulate strings.