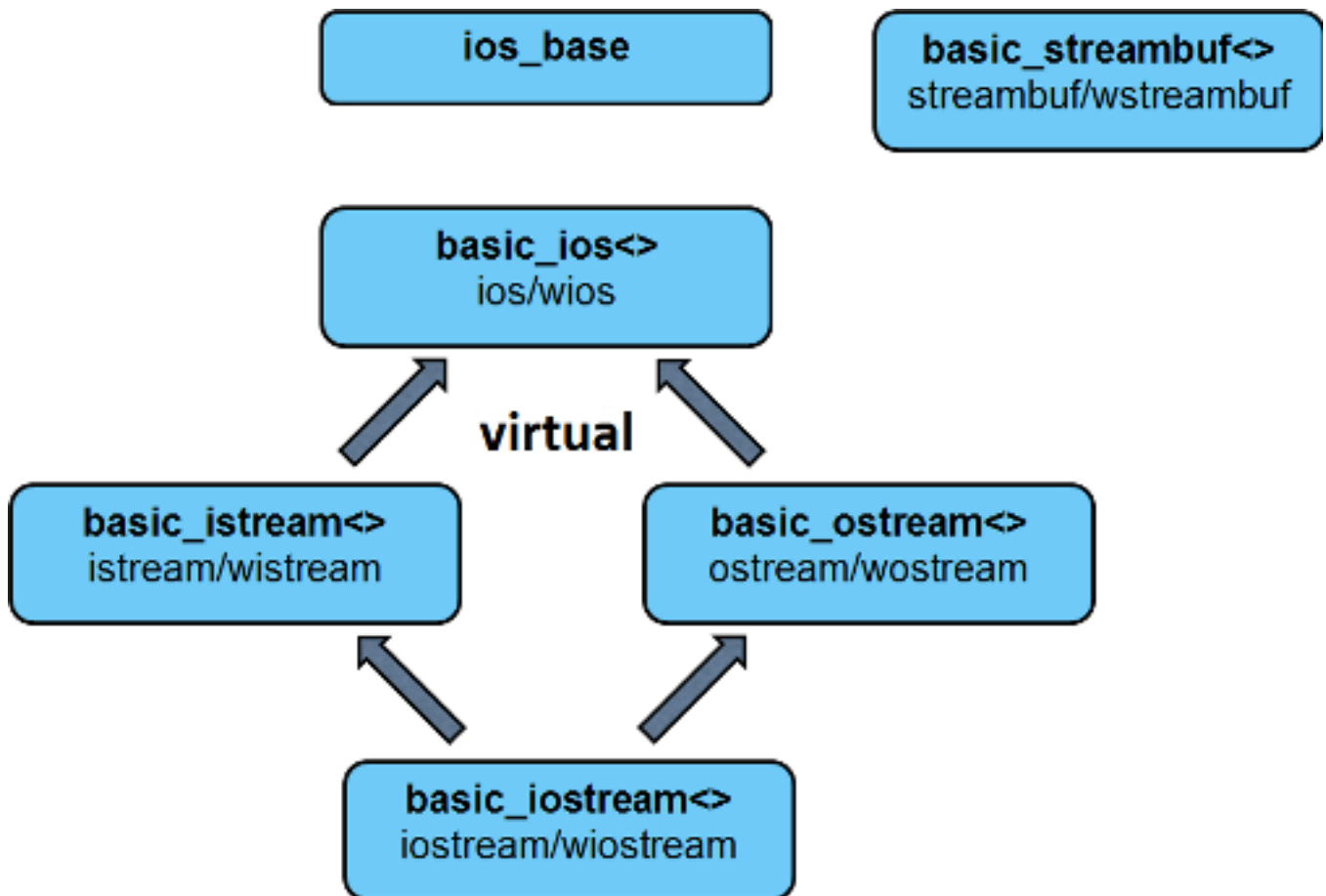


# Hierarchy

In this lesson, we will get insight into the structure of input/output streams.



Name	Description
<code>basic_streambuf&lt;&gt;</code>	Reads and writes the data.
<code>ios_base</code>	Properties of all stream classes independent of the character type.
<code>basic_ios&lt;&gt;</code>	Properties of all stream classes dependent on the character type.
<code>basic_istream&lt;&gt;</code>	Base for the stream classes for the reading of the data.

<code>basic_ostream&lt;&gt;</code>	Base for the stream classes for the writing of the data.
<code>basic_iostream&lt;&gt;</code>	Base for the stream classes for the reading and writing of the data.

The class hierarchy has type synonyms for the character types `char` and `wchar_t`. Names not starting with `w` are type synonyms for `char` and names starting with `w` are type synonyms for `wchar_t`.

The base classes of the class `std::basic_iostream<>` are virtually derived from `std::basic_ios<>`, therefore `std::basic_iostream<>` has only one instance of `std::basic_ios`.

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In the next lesson, we'll learn about the most frequently used read/write stream: `iostream`.