

Introduction

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

The [input and output streams](#) enable you to communicate with the outside world. A stream is an infinite character stream on which you 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 a for the extensibility designed framework,
- are implemented according to the object-oriented and generic paradigms.