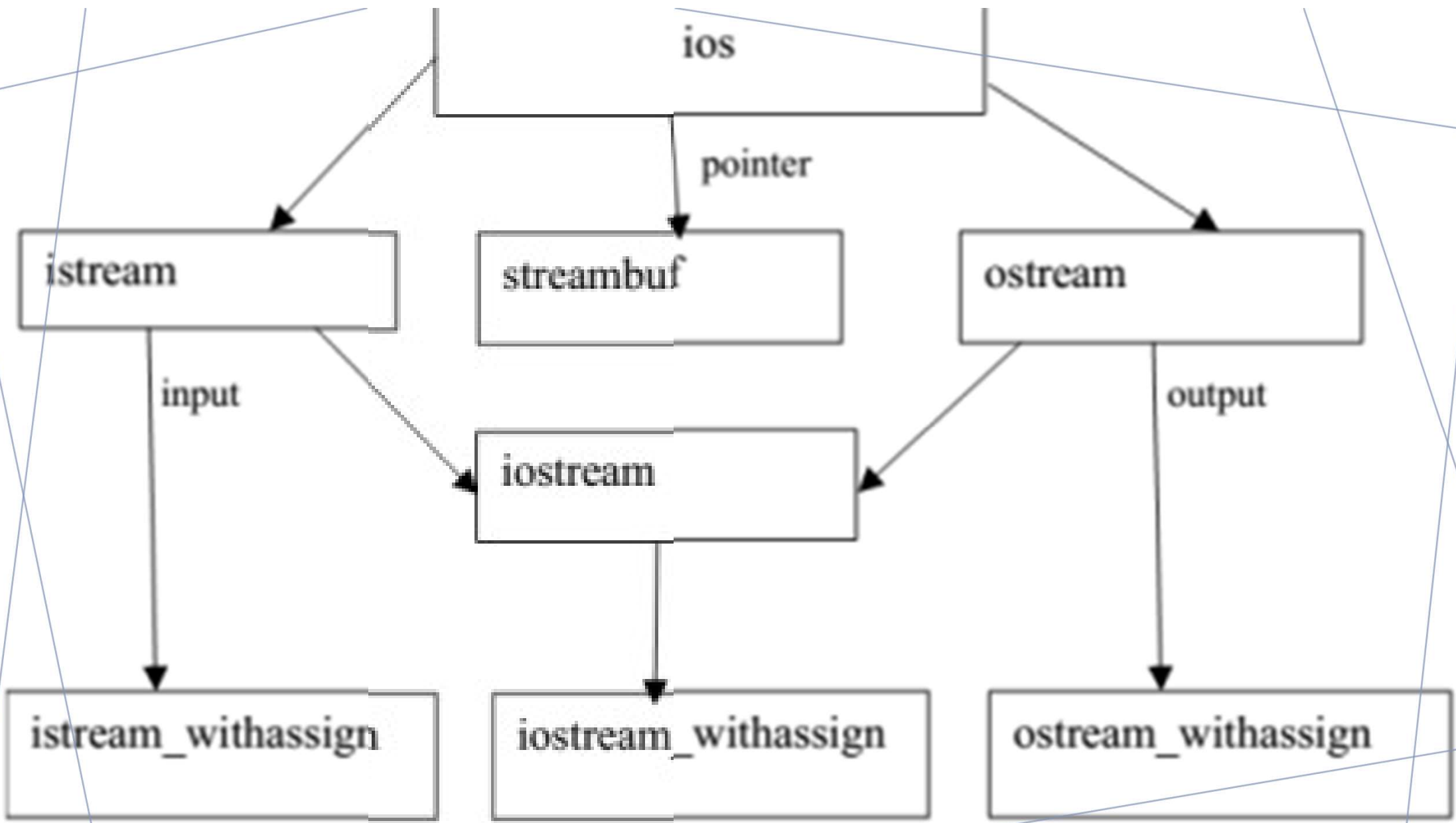


MANAGING CONSOLE I/O

- C++ accomplishes input/output operations using concept of stream
- A stream is a series of bytes whose value depends on the variable in which it is stored. This way, C++ is able to treat all the input and output operations in a uniform manner. Thus, whether it is reading from a file or from the keyboard, for a C++program it is simply a stream.
- The source stream that provides the data to the program is called the input stream.
- The destination stream that receives output from the program is called the output stream.
- The data in the input stream can come from the keyboard or any other input device.
- The data in the output stream can go to the screen or any other output device.



GET PUT FUNCTIONS

- The classes `istream` and `ostream` define two member functions `get()` and `put()` respectively to handle the single character input/output operations.
- There are two types of `get()` functions. We can use both `get(char*)` and `get(void)` prototypes to fetch a character including the blank space, tab and the newline character.
- The `get(char*)` version assigns the input character to its argument and the `get(void)` version returns the input character.

GETLINE

- Is a standard library function that is used to read a string or a line from an input stream.
- The `getline()` function extracts characters from the input stream and appends it to the string object until the delimiting character is encountered
- Syntax
 - `Cin.getline(line, size)`
 - `Cout.write(line, size)`

IOMANIP

Sr.No.	Method & description
1	<u>setiosflags</u> It is used to Set format flags.
2	<u>resetiosflags</u> It reset format flags.
3	<u>setbase</u> It is used to set basefield flag.
4	<u>setfill</u> It is used to set fill character.
5	<u>setprecision</u> It is used to set decimal precision.
6	<u>setw</u> It is used to set field width.
7	<u>get_money</u> It is used to get monetary value.
8	<u>put_money</u> It is used to put monetary value.
9	<u>get_time</u> It is used to get date and time.
10	<u>put_time</u> It is used to put date and time.

USER DEFINED MANIPULATORS

- Syntax

ostream & manipulator (ostream & output)

{

 //code

 return output;

}