Chapter three explains the cin object for accepting input from the keyboard, either for single or multiple values. It shows mathematical expressions and operator precedence. Type conversion and type casting are part of this chapter. The concept of underflow and overflow is explained here with an example. Also type casting examples are listed and the C-style of type casting. It is very interesting combined variable assignment but a little difficult to grasp the concept. Multiple assignments is a very useful way of assign values to multiple variables. The section of formatting the output is very interesting by using the stream manipulator setw(number of digits). The setprecision(number of digits) manipulator is convenient for formatting the output of floating point numbers. The #include < iomanip > directive must be added to the program at the very beginning when a setw() stream manipulator is used. Another stream manipulator can be used with setprecision() is called fixed, and the decimals after the decimal point are set to what the setprecision() did. Showpoint stream manipulator can be used to print the trailing zeros of a number it has no decimals after the decimal point. Formatting justification can be achieved with the stream manipulators left or right. cin has a problem when it reads strings from the keyboard, it will stop accepting input from the keyboard as soon as it finds a blank character. getline(cin, string var ) function accepts a full line from the keyboard including leading and in between blanks. Character variables can be read with the function cin.get() and it is very useful for pausing a program. Another function called cin.ignore( n, character) ignores the character in parenthesis from the keyboard buffer. Mathematical functions like abs, cos, exp, fmod, log, log10, sin, sqrt, and tang are listed and explained in this chapter. rand() and srand() functions are useful in programming for getting randomly generated numbers. Before the end of the chapter there is a section that explains how to run manually a program to know the values of variables the program will take. Exercises at the end of the chapter are challenging to test the knowledge of the student.