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| What is iostream? |
|  | - C++ header. The header file declares a set of functions for standard Input/Output. It also defines I/O stream objects such as cin , cout , clog etc |
|  | What is inside of Iostream? |
|  | // Standard iostream objects -\*- C++ -\*- |
|  | // |
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|  | // |
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|  | /\*\* @file include/iostream\* This is a Standard C++ Library header.\*/// |
|  | // ISO C++ 14882: 27.3 Standard iostream objects// |
|  | #ifndef \_GLIBCXX\_IOSTREAM |
|  | #define \_GLIBCXX\_IOSTREAM 1 |
|  | #pragma GCC system\_header |
|  | #include <bits/c++config.h> |
|  | #include <ostream> |
|  | #include <istream> |
|  | namespace std \_GLIBCXX\_VISIBILITY(default) |
|  | { |
|  | \_GLIBCXX\_BEGIN\_NAMESPACE\_VERSION |
|  | /\*\* \* @name Standard Stream Objects \* \* The &lt;iostream&gt; |
|  | header declares the eight <em>standard stream |
|  | \* objects</em>. |
|  | For other declarations, see |
|  | \* http://gcc.gnu.org/onlinedocs/libstdc++/manual/io.html |
|  | \* |
|  | and the @link iosfwd I/O forward declarations @endlink |
|  | \* |
|  | \* |
|  | They are required by default to cooperate with the global C |
|  | \* |
|  | library's @c FILE streams, and to be available during program |
|  | \* |
|  | startup and termination. For more information, see the section of the |
|  | \* |
|  | manual linked to above. |
|  | \*/ |
|  | //@{ |
|  | extern istream cin; |
|  | /// Linked to standard input |
|  | extern ostream cout; |
|  | /// Linked to standard output |
|  | extern ostream cerr; |
|  | /// Linked to standard error (unbuffered) |
|  | extern ostream clog; |
|  | /// Linked to standard error (buffered) |
|  |  |
|  | #ifdef \_GLIBCXX\_USE\_WCHAR\_T |
|  | extern wistream wcin; |
|  | /// Linked to standard input |
|  | extern wostream wcout; |
|  | /// Linked to standard output |
|  | extern wostream wcerr; |
|  | /// Linked to standard error (unbuffered) |
|  | extern wostream wclog; |
|  | /// Linked to standard error (buffered) |
|  | #endif |
|  | //@} |
|  | // For construction of filebuffers for cout, cin, cerr, clog et. al. |
|  | static ios\_base::Init \_\_ioinit; |
|  |  |
|  | \_GLIBCXX\_END\_NAMESPACE\_VERSION |
|  | } |
|  | // namespace |
|  | #endif /\* \_GLIBCXX\_IOSTREAM \*/ |
|  |  |
|  |  |
|  |  |
|  | Objects |
|  |  |
|  |  |
|  | Narrow characters (char) |
|  | cin Standard input stream (object ) |
|  |  |
|  | cout Standard output stream (object ) |
|  |  |
|  | cerr Standard output stream for errors (object ) |
|  |  |
|  | clog Standard output stream for logging (object ) |
|  |  |
|  |  |
|  | Wide characters (wchar\_t) |
|  | wcin Standard input stream (wide) (object ) |
|  |  |
|  | wcout Standard output stream (wide) (object ) |
|  |  |
|  | wcerr Standard output stream for errors (wide-oriented) (object ) |
|  |  |
|  | wclog Standard output stream for logging (wide) (object ) |