**The std namespace.**

All the entities (variables, types, constants, and functions) of the standard C++ library are declared within the *std* *namespace*. Most examples in these tutorials, in fact, include the following line:

|  |  |  |
| --- | --- | --- |
|  | using namespace std; |  |

This introduces direct visibility of all the names of the *std* *namespace* into the code. This is done in these tutorials to facilitate comprehension and shorten the length of the examples, but many programmers prefer to qualify each of the elements of the standard library used in their programs. For example, instead of:

|  |  |  |
| --- | --- | --- |
|  | cout << "Hello world!"; |  |

It is common to instead see:

|  |  |  |
| --- | --- | --- |
|  | std::cout << "Hello world!"; |  |

Whether the elements in the *std* namespace are introduced with *using* declarations or are fully qualified on every use does not change the behaviour or efficiency of the resulting program in any way. It is mostly a matter of style preference, although for projects mixing libraries, explicit qualification tends to be preferred.