Why printf & scanf is faster io than cin cout?

1. By default, cin/coutwaste time synchronizing themselves with the C library’s stdio buffers, so that you can freely intermix calls to scanf/printfwith operations on cin/cout. Turn off this with **std::ios\_base::sync\_with\_stdio(false);**
2. Many C++ tutorials tell you to write cout << endlinstead of cout << '\n'. But endlis actually slower because it forces a flush, which is usually unnecessary. (You’d need to flush if ou were writing, say, an interactive progress bar, but not when writing a million lines of data.) **rite '\n'instead of endl.**
3. There was a [bug](http://gcc.gnu.org/bugzilla/show_bug.cgi?id=7076) in very old versions of GCC (pre-2004) that significantly slowed down C++ iostreams. Don’t use ancient compilers.

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