

Input in C++

The `cin` object in C++ is used to accept the input from the standard input device i.e., keyboard. It is the instance of the class `istream`. It is associated with the standard C input stream `stdin`. The extraction operator (`>>`) is used along with the object `cin` for reading inputs. The extraction operator extracts the data from the object `cin` which is entered using the keyboard.

standard input stream (cin): Usually the input device in a computer is the keyboard. C++ `cin` statement is the instance of the class **`istream`** and is used to read input from the standard input device which is usually a keyboard.

The extraction operator (`>>`) is used along with the object **`cin`** for reading inputs. The extraction operator extracts the data from the object **`cin`** which is entered using the keyboard.

C++ program to implement `cin` object to take input from the user:

```
#include <iostream>
using namespace std;

int main()
{
    int age;
    cout << "Enter your age:";
    cin >> age;
    cout << "\nYour age is: " << age;
    return 0;
}
```

Input

18

Output

Enter your age:
Your age is: 18

The above program asks the user to input the age. The object `cin` is connected to the input device. The age entered by the user is extracted from `cin` using the extraction operator (`>>`)

and the extracted data is then stored in the variable **age** present on the right side of the extraction operator.

Note: Multiple inputs can also be taken using the extraction operators(>>) with cin.

C++ program to implement multiple inputs from the user:

```
// C++ program to demonstrate the taking
// multiple inputs from the user
#include <iostream>
using namespace std;
int main()
{
    string name;
    int age;

    // Take multiple input using cin
    cin >> name >> age;

    // Print output
    cout << "Name : " << name << endl;
    cout << "Age : " << age << endl;
    return 0;
}
```

Input:

```
ABC
10
```

Output:

```
Name : ABC
Age : 10
```