



cout vs cerr



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`std::cout` writes to a different stream than `std::cerr`, and `std::cerr` doesn't have a buffer (which `std::cout` does). Generally a terminal will display both streams, though. As a rule of thumb, I use `std::cout` for processed data and data that I might want to forward to another application for more processing, and ...

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[std::cerr, std::wcerr - cppreference.com](#)  
[en.cppreference.com/w/cpp/io/cerr](#) ▼  
Jun 14, 2016 - Once initialized, (std::cerr.flags() & unitbuf) != 0 (same for wcerr ) meaning that any output sent to these stream objects is immediately flushed to the OS (via std::basic\_ostream::sentry's destructor). In addition, std::cerr.tie() returns &std::cout (same for wcerr and wcout ), meaning that any output operation on ...

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Jul 9, 2007 - Hi, I'm just wondering what's the difference of std::cout, std::cerr, and std::clog? Thanks in advance.

[C++ Basic Input/Output - TutorialsPoint](#)  
[https://www.tutorialspoint.com/cplusplus/cpp\\_basic\\_input\\_output.htm](#) ▼  
This file defines the cin, cout, cerr and clog objects, which correspond to the standard input stream, the standard output stream, the un-buffered standard error stream and the buffered standard error stream, respectively. 2. <iomanip>. This file declares services useful for performing formatted I/O with so-called parameterized ...

[<iostream> - MSDN - Microsoft](#)  
[https://msdn.microsoft.com/en-us/library/zh80x809.aspx](#) ▼  
The objects fall into two groups: cin, cout, cerr, and clog are byte oriented, performing conventional byte-at-a-time transfers. wcin, wcout, wcerr, and wclog are wide oriented, translating to and from the wide characters that the program manipulates internally. Once you perform certain operations on a stream, such as the ...

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