**What is #include <iostream> in C++?**

Since the main difference between C++ and the C language is the existence of object classes, data transmission based on object classes has naturally been implemented as an alternative standard solution. The standard data streams 'cin' and 'cout' are created on the basis of the classes 'istream' and 'ostream', the direction of data movement is determined by the overdefined shifting operations '<<' and '>>'. A stream is a sequence of bytes. You can think of it as an abstraction that represents a device. Through this abstraction, you can perform I/O operations on the device. You need to add an iostream header file for input and output to the C++ program.

#include< iostream> provides the most commonly used standard input and output streams, cin and cout. The syntax for using them is as follows:

**1. Standard output stream -- cout**

This is an instance of the ostream class.It produces output to a standard output device, i.e. a display.

We need to use the stream input operator << to input the data to the output of the standard output stream that needs to be displayed on the screen

cout << variable\_name;

cout << variable1 << variable2 << ... ;

This use of multiple stream input operators with a single cout is called cascading. This helps to print multiple variables side by side on the same line.

cout << variable1 << '\n' << variable2

It prints the value of variable1 and prints a new line. Finally, it prints the value of variable2 on a new line.Endl, using the manipulator

cout << variable1 << endl << variable2;

**2. Standard input stream -- cin**

This is an instance of the istream class.It reads input from a standard input device, i.e. a keyboard.

We need to use the stream extraction operator >> to extract the data entered with the keyboard.

#include <iostream>

using namespace std;

int main() {

int a, b, sum;

cout << "Enter first number: ";

*// Read input from the standard input device, usually the keyboard.*

cin >> a;

cout << "Enter second number: ";

*// Read another input from the keyboard.*

cin >> b;

sum = a + b;

cout << "The sum of the two numbers is " << sum;

return 0;

}

#include <iostream>

using namespace std;

#define ABS(p) ((p>0) ? (p) : (-(p))) // absolute value

int main(void){

const int N=5; // number of ratings

int hinnang[N]; // hinnangud

int i, keskmine=0, vahe, lahim, lahim\_i=0;

char c; // end character cout <<

cout <<"Score of corruption level (0..100)\n";

for (i=0; i<N; i++){

cout << i+1 << "rating >>";

cin >> hinnang[i];

keskmine+=hinnang[i];

}

keskmine/=N; //average of ratings

cout << "Average rating: " << keskmine

<< '\n';

lahim=ABS(keskmine-hinnang[0]);

for (i=1;i<5;i++){

vahe=ABS(keskmine-hinnang[i]);

if (vahe<lahim){lahim=vahe; lahim\_i=i;}}

//we found a smaller difference

cout <<"The closest to the average was "

<< lahim\_i+1 << ".hinnang" << " ("

<< hinnang[lahim\_i] << ")\n" ;

cout << "Vajuta 'q' ja Enter";

cin >> c;

return 0;

}