

Forum:[Hack Forums](#)

Thread: ['cin' Isn't working](#)

JAS - August 14, 2017, 8:41 am

Code // sa.cpp : Defines the entry point for the console application.

```
//
```

```
#include "stdafx.h"
#include <iostream>
using namespace std;
```

```
int main()
{
```

```
    cin >> hello;
```

```
    return 0;
}
```

please what am i doing wrong here?

CortexM4 - August 14, 2017, 8:43 am

I know this is a troll but just in case it is not.

Code int hello;

cin >> hello;Hope that gave you an idea on whats wrong.

JAS - August 14, 2017, 8:45 am

(Aug 14, 2017 08:43 AM)CortexM4 Wrote: [\[CITE\]](#) I know this is a troll but just in case it is not.

Code int hello;

cin >> hello;Hope that gave you an idea on whats wrong.

Not a troll. I just started today and im taking it pretty seriously and not leaving anything out. I got like 3 books from my library lmao

F?cqle?? - August 14, 2017, 8:48 am

I also started learning C++ today. Found a recent free tutorial that is pretty good so far:

-snip-

EDIT: I guess the site is considered Warez.

How dated are the books you're using?

JAS - August 14, 2017, 8:52 am

(Aug 14, 2017 08:48 AM)F?cqle?? Wrote: [\[CITE\]](#) I also started learning C++ today. Found a recent tutorial that is pretty good so far:

-snip-

EDIT: I guess the site is considered Warez.

How dated are the books you're using?

I dont know. There from a libary so probulary pretty old

2011.... ./ is that ok?

CortexM4 - August 14, 2017, 8:56 am

I would suggest learning C first.

Heres the classic one:

<https://github.com/germanoa/compiladores/blob/master/doc/ebook/The%20C%20Programming%20Language%20-%202nd%20Edition%20-%20Ritchie%20Kernighan.pdf>

Proper ebook version:

<http://yunus.hacettepe.edu.tr/~yurdugul/3/C/c.pdf>

Once you learn C you will know how memory works and how to work with it, only then focus on C++ and all of it's advanced features.

I also suggest you read this in parallel, it helps understanding the underlying architecture and how your code ends up executing on a computer.

<http://joe90.yolasite.com/resources/InsidetheMachine.pdf>

C++ is quite massive for a total beginner.

0xDEAD10CC - August 14, 2017, 9:01 am

How about reading the compiler warnings as a start? I'm pretty sure the error message for this one should be self-explanatory and won't be 100 lines like some other C++ errors.

Hapi - August 14, 2017, 4:51 pm

You might want to try initialise a variable before you try to use it. Keep learning because getting input for Strings is different than with numbers.

0xDEAD10CC - August 14, 2017, 4:53 pm

(Aug 14, 2017 04:51 PM)Looka Wrote: [\[CITE\]](#) You might want to try initialise a variable before you try to use it. Keep learning because getting input for Strings is different than with numbers.

It can be the same in terms of how input streams work and `std::basic_string<char>` (`std::string`). There's a limitation, but if it doesn't matter with the string value requirements, then you wouldn't be able to tell much of a difference.

JAS - August 15, 2017, 4:28 am

(Aug 14, 2017 04:51 PM)Looka Wrote: [\[CITE\]](#) You might want to try initialise a variable before you try to use it. Keep learning because getting input for Strings is different than with numbers. Louka is that you?

Zens - August 15, 2017, 7:38 am

Code `#include <iostream>`

`using namespace std;`

```
int hello; //you miss this line.
```

```
int main() {  
    cin >> hello;  
}  
declared the the 'hello' first. Cheers
```

Flaws. - August 15, 2017, 7:39 am

(Aug 15, 2017 07:38 AM)zenzuk0 Wrote: [\[CITE\]](#) Code #include <iostream>

```
using namespace std;
```

```
int hello; //you miss this line.
```

```
int main() {  
    cin >> hello;  
}  
declared the the 'hello' first. Cheers
```

Exactly what this user said, you need to declare the integer first and then assign a value to it using cin

0xDEAD10CC - August 15, 2017, 9:17 am

(Aug 15, 2017 07:38 AM)zenzuk0 Wrote: [\[CITE\]](#) ...

```
declared the the 'hello' first. Cheers
```

Why global?...

```
Code #include "stdafx.h"  
#include <iostream>
```

```
int main()  
{  
    int hello; // local variable  
    if ((std::cin >> hello))  
    {  
        std::cout << hello;  
    }  
    else /* failure */ {}  
}
```

CortexM4 - August 15, 2017, 9:31 am

(Aug 15, 2017 09:17 AM)0xDEAD10CC Wrote: [\[CITE\]](#) Why global?...In his defense, it's just an example, I'm sure that if OP put some time in to it he would learn proper programming practices.

0xDEAD10CC - August 15, 2017, 9:35 am

(Aug 15, 2017 09:31 AM)CortexM4 Wrote: [\[CITE\]](#) In his defense, it's just an example, I'm sure that if OP put some time in to it he would learn proper programming practices.

It's just as easy to provide him with good programming practices instead of assuming he will understand that what you're giving him isn't the best way to do things. Same amount of code, different scope/line.

CortexM4 - August 15, 2017, 9:55 am

(Aug 15, 2017 09:35 AM)0xDEAD10CC Wrote: [\[CITE\]](#) It's just as easy to provide him with good programming practices instead of assuming he will understand that what you're giving him isn't the

best way to do things. Same amount of code, different scope/line. Yes but the problem is that even if you showed him the correct way he still lacks quite a lot of base level knowledge to understand why that is the correct way and how to apply it properly to other situations.

0xDEAD10CC - August 15, 2017, 10:02 am

(Aug 15, 2017 09:55 AM)CortexM4 Wrote: [\[CITE\]](#) Yes but the problem is that even if you showed him the correct way he still lacks quite a lot of base level knowledge to understand why that is the correct way and how to apply it properly to other situations.

You don't understand - It doesn't matter whether he knows it is right or wrong, he's probably going to assume it's the proper way until proven otherwise is the point. Additionally, without knowing what to look for in the code, I doubt he's going to find out why it's bad anytime soon. Even without any assumption on his part about whether it's right or wrong, why not start him off on good habits rather than bad ones?

If he starts learning to avoid globals chances are it'll be easier for him to continue down that path even if he finds out why it is the better way, rather than changing a bad habit in the future after he's been doing it for a while, which may be a harder transition throughout his learning process.

There's absolutely NO excuse.

CortexM4 - August 15, 2017, 11:07 am

(Aug 15, 2017 10:02 AM)0xDEAD10CC Wrote: [\[CITE\]](#) You don't understand - It doesn't matter whether he knows it is right or wrong, he's probably going to assume it's the proper way until proven otherwise is the point. Additionally, without knowing what to look for in the code, I doubt he's going to find out why it's bad anytime soon. Even without any assumption on his part about whether it's right or wrong, why not start him off on good habits rather than bad ones?

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There's absolutely NO excuse. You are assuming that he will learn all of the theory and corner cases by just looking at the code and god forbid he looks at shit code and wont be able to write the specific thing any other way.

Once he learns what the code actually does he will be able to implement it properly and wont need to unlearn anything.

0xDEAD10CC - August 15, 2017, 11:54 am

(Aug 15, 2017 11:07 AM)CortexM4 Wrote: [\[CITE\]](#) You are assuming that he will learn all of the theory and corner cases by just looking at the code and god forbid he looks at shit code and wont be able to write the specific thing any other way.

Once he learns what the code actually does he will be able to implement it properly and wont need to unlearn anything.

I'm not assuming anything, I'm saying that there is a better chance he will learn the proper way based on the examples he is provided with as long as they start off as good examples. The percentage of what he learns out of the examples provided is entirely irrelevant, so your extremist conclusion that I'm saying he needs to learn ALL the corner cases is absolutely nonsense -- because what he takes from the examples will still be good even if it's only a couple things and he misses the rest of what can be learned from an example being provided. As an analogy, would you rather have a bag full of good apples and no bad apples to choose from or a bag with 50/50? Learners are naive, you would never think twice to consider that not all of those apples are good.

If he see's things that appear different to previous examples he has been given, then he might do

the research to see what is the proper way if he spots the differences, and in that case it is undoubtedly better that he see's the correct way first to give him a better fighting chance on learning best programming practices. The fact that you're even arguing this is ridiculous. Take naming conventions as a prime example, it's very easy to get accustomed to sticking with a particular naming convention once you get started on certain things. Why it would be any different with anything else involved in programming, you explain that to me...

"Once he learns what the code actually does he will be able to implement it properly and wont need to unlearn anything." - How long have you been programming in C++, 2 days? :/

F?cqle?? - August 15, 2017, 11:58 am

(Aug 15, 2017 11:07 AM)CortexM4 Wrote: [\[CITE\]](#) You are assuming that he will learn all of the theory and corner cases by just looking at the code and god forbid he looks at shit code and wont be able to write the specific thing any other way.

Once he learns what the code actually does he will be able to implement it properly and wont need to unlearn anything.

What are you retarded? The point is he came here looking for an answer, so the answer he is given might as well be correct.

You guys are arguing about nothing.

CortexM4 - August 15, 2017, 12:17 pm

(Aug 15, 2017 11:58 AM)F?cqle?? Wrote: [\[CITE\]](#) What are you retarded? The point is he came here looking for an answer, so the answer he is given might as well be correct.

You guys are arguing about nothing. Welcome to the world of programming, where every opinion is wrong and mine is right.

Whats wrong about it, it's not like OP is still participating in the discussion.

(Aug 15, 2017 11:54 AM)0xDEAD10CC Wrote: [\[CITE\]](#) I'm not assuming anything, I'm saying that there is a better chance he will learn the proper way based on the examples he is provided with as long as they start off as good examples. The percentage of what he learns out of the examples provided is entirely irrelevant, so your extremist conclusion that I'm saying he needs to learn ALL the corner cases is absolutely nonsense -- because what he takes from the examples will still be good even if it's only a couple things and he misses the rest of what can be learned from an example being provided. As an analogy, would you rather have a bag full of good apples and no bad apples to choose from or a bag with 50/50? Learners are naive, you would never think twice to consider that not all of those apples are good.

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"Once he learns what the code actually does he will be able to implement it properly and wont need to unlearn anything." - How long have you been programming in C++, 2 days? :/I'm not a C++ programmer actually, at least not as good as you. I doubt that is the reason our opinions differ however. My point is that it's not such a big deal considering the fact that the person learning it will

actually get in depth in the material, then again i guess it depends from person to person, so lets leave it at that.

0xDEAD10CC - August 15, 2017, 12:22 pm

(Aug 15, 2017 12:17 PM)CortexM4 Wrote: [\[CITE\]](#) Welcome to the world of programming, where every opinion is wrong and mine is right.

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I'm not a C++ programmer actually, at least not as good as you. I doubt that is the reason our opinions differ however. My point is that it's not such a big deal considering the fact that the person learning it will actually get in depth in the material, then again i guess it depends from person to person, so lets leave it at that.

Fair enough, some people are keen enough to spot minor things like that (local vs global scope) right away, but based on the fact that even from something like a next-level hello world where the string is referenced by a pointer variable--he could have learned that variables needed to be declared and he still had to post a thread about it, I think he's really struggling with just basic programming principles. That's where my side of the argument stems from...

```
Code const char *text = "hello world";
std::cout << text;
One step ahead of:
Code std::cout << "hello world";
```

Dem?n - August 21, 2017, 9:30 pm

```
Code #include "stdafx.h"
#include <iostream>
using namespace std;
```

```
int main()
{
    string contentofinput;
    getline(cin,contentofinput);
    cout << contentofinput;
    return 0;
}
```

Why not something like this? Get the iostream content, place it into a string, then use cout to output it?

Btw -

cin - The standard input, normally the keyboard.
cout - The standard output, normally the screen.

0xDEAD10CC - August 22, 2017, 10:57 am

(Aug 21, 2017 09:30 PM)Dem?n Wrote: [\[CITE\]](#) Code #include "stdafx.h"
#include <iostream>
using namespace std;

```
int main()
{
    string contentofinput;
```

```
getline(cin,contentofinput);
cout << contentofinput;
return 0;
}
```

Why not something like this? Get the iostream content, place it into a string, then use cout to output it?

Btw -

cin - The standard input, normally the keyboard.

cout - The standard output, normally the screen.

- You forgot to include the <string> header

- It's better than 'std::cin<<' because this will also extract whitespaces, but you should still be checking std::cin's state

Half-Life3 - September 29, 2017, 12:56 am

cin is for storing input data in diferent types/variable;

your code should look something like.

```
char word[];
cin>>word;
```

and for using "words,text" its best to use strings.

0xDEAD10CC - September 29, 2017, 5:49 pm

(Sep 29, 2017 12:56 AM)crackskifteri Wrote: [\[CITE\]](#) cin is for storing input data in diferent types/variable;

your code should look something like.

```
char word[];
cin>>word;
```

and for using "words,text" its best to use strings.

You need to indicate a size, and this is terrible because you're promoting buffer overflow susceptible code. It also won't work for spaces.

Zens - September 29, 2017, 8:18 pm

(Sep 29, 2017 12:56 AM)crackskifteri Wrote: [\[CITE\]](#) cin is for storing input data in diferent types/variable;

your code should look something like.

```
char word[];
cin>>word;
```

and for using "words,text" its best to use strings.

Uhhh you don't put a storage size on those char?

Code #include <iostream>

```
int main() {
```

```
char x[8];
std::cin >> x;
std::cout << x << std::endl;
std::cin.ignore();
}
```

Vector Dynamics - September 30, 2017, 6:44 am

(Aug 14, 2017 04:51 PM)pycache Wrote: [\[CITE\]](#) You might want to try initialise a variable before you try to use it. Keep learning because getting input for Strings is different than with numbers. He needs to define one, not initialise one.

NotMyName123 - October 1, 2017, 3:22 am

You already messed up by posting on a forum, a lot of people trying to get reputation by correcting each others code. "This is the problem" "Yes but you could have done this, blah blah blah".

Just google C++ tut on google, or read from cplusplus.com

Don't ever ask for help on forums you'll get more questions than answers.

Zens - October 1, 2017, 11:41 am

(Oct 1, 2017 03:22 AM)NotMyName123 Wrote: [\[CITE\]](#) You already messed up by posting on a forum, a lot of people trying to get reputation by correcting each others code. "This is the problem" "Yes but you could have done this, blah blah blah".

Just google C++ tut on google, or read from cplusplus.com

Don't ever ask for help on forums you'll get more questions than answers.

Well, i just make his code become correct one. He does not put the storage size on those char ?

0xDEAD10CC - October 1, 2017, 8:09 pm

(Oct 1, 2017 03:22 AM)NotMyName123 Wrote: [\[CITE\]](#) You already messed up by posting on a forum, a lot of people trying to get reputation by correcting each others code. "This is the problem" "Yes but you could have done this, blah blah blah".

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Don't ever ask for help on forums you'll get more questions than answers.

You probably haven't been on forums long enough to form a proper opinion. Are you saying humans aren't capable of learning from mistakes? If that was the case the world would be a lot worse off. If you've even seen most of the C++ tutorials out there, most of them are garbage, so what's wrong with getting a collective opinion from a wider audience on forums to ensure that most of the resultant information is accurate? StackOverflow wouldn't exist if there was any truth to your statement. He didn't mess up at all, and your post isn't even helpful for guiding him in the right direction.

As far as I see it, he got all the answers he needed, and the incorrect answers have been corrected - unless you think it's useful to have code provided to him that won't even compile?

NotMyName123 - October 2, 2017, 2:06 am

(Oct 1, 2017 08:09 PM)0xDEAD10CC Wrote: [\[CITE\]](#) You probably haven't been on forums long enough to form a proper opinion. Are you saying humans aren't capable of learning from mistakes? If that was the case the world would be a lot worse off. If you've even seen most of the C++ tutorials out there, most of them are garbage, so what's wrong with getting a collective opinion from a wider

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As far as I see it, he got all the answers he needed, and the incorrect answers have been corrected - unless you think it's useful to have code provided to him that won't even compile?

Imao you just took something about code and tried to compare it to life. Hes not going to learn much from a lot of 12 year olds trying to act like they know what they're talking about. Still sticking with my statement, good sources to learn c++ are cplusplus.com and learncpp.com

Both sites are sure to help you understand c++.

0xDEAD10CC - October 2, 2017, 8:22 am

(Oct 2, 2017 02:06 AM)NotMyName123 Wrote: [\[CITE\]](#) Imao you just took something about code and tried to compare it to life. Hes not going to learn much from a lot of 12 year olds trying to act like they know what they're talking about. Still sticking with my statement, good sources to learn c++ are cplusplus.com and learncpp.com

Both sites are sure to help you understand c++.

And what's wrong with providing a simple analogy to allow better comprehension for the less knowledgeable members on the topic? And about your comment on 12 year olds, why should someone take advice from a member who hasn't even been programming for more than a year in C++?

Programming is about learning from mistakes and problem solving, and this is the general idea that applies to any programming language, but if you can't adapt very well then C++ isn't going to be a fun language to learn. What do you even know about the language? ./ You've only been learning it for 2-3 months... He's asking for a very specific answer to his problem with `std::cin`, and you think guiding him to a tutorial site is going to give him a better understanding of why his exact code isn't working? Tutorials won't provide answers to his specific problems with code he has written, they will explain code shown on the page, but more research would still be required for him to understand why his code doesn't work. The reason(s) have been almost immediately pointed out to him by this thread, so I don't understand your logic about posting threads being a "mistake."

His problem was about simple variables, but the in depth responses on `std::cin` initially were wrong, and have been corrected. He can learn what his root mistake was and understand a bit more about `std::cin` in addition to that just by reading this thread. Why are you on this forum if you don't believe in answering programming questions?

HiddenEyE - October 2, 2017, 3:35 pm

(Oct 2, 2017 02:06 AM)NotMyName123 Wrote: [\[CITE\]](#) Imao you just took something about code and tried to compare it to life. Hes not going to learn much from a lot of 12 year olds trying to act like they know what they're talking about. Still sticking with my statement, good sources to learn c++ are cplusplus.com and learncpp.com

Both sites are sure to help you understand c++.

i disagree with your post. the 12years old members are the best source to learn from. programming is done right when your code get criticized and given all sought of opinion as members before me did.

@0xDEAD10CC thanks for still being here in this forum to help.

?

