

Forum:[Hack Forums](#)

Thread: [How do you use the std namespace!](#)

Sugawara - January 29, 2020, 6:44 am

I just started revising C++ for my interviews, my goal is to understand the crux of the language and build a competitive programming practice around it. I came across the namespace controversy which differs from every programmers' style. Some use the namespaces for competitive programming and others prefer the later with building apps in C++.

According to me, a good coding practice should be carried across irrespective of projects.

Would you go with writing

Code using namespace std which imports all the objects from the "Standard Template Library" or would rather prefer using it with the scope resolution style?

Code std::*object*

It would be great if you can provide a justification/reason around this.

int main() - January 29, 2020, 7:35 am

<https://stackoverflow.com/questions/1452721/why-is-using-namespace-std-considered-bad-practice>

Sugawara - January 29, 2020, 7:41 am

(Jan 29, 2020 08:35 AM)int main() Wrote: [\[CITE\]](#)

<https://stackoverflow.com/questions/1452721/why-is-using-namespace-std-considered-bad-practice>

Could have googled it as well.

Wanted to know what people on HF specifically C++ developers go with!

akali - January 29, 2020, 8:29 am

I typically don't use the global namespace directive. Rather, just individually declare the namespace along with each type. Code using namespace std;//bad

using std::cout; //not great but ok

using std::cin //not great but ok

std::cin << x ;//preferred

std::cout >> x >> std::endl; //preferred

HFDone - January 29, 2020, 8:31 am

(Jan 29, 2020 08:41 AM)Dexu5 Wrote: [\[CITE\]](#) Could have googled it as well.

Wanted to know what people on HF specifically C++ developers go with!

they google it too <https://www.geeksforgeeks.org/using-namespace-std-considered-bad-practice>

morph - January 29, 2020, 8:54 am

std::cout > using namespace std;

I almost never use "using namespace" in any context.

Namespaces are used for a reason.

Goodies - January 29, 2020, 9:01 am

(Jan 29, 2020 09:29 AM)akali Wrote: [\[CITE\]](#) I typically don't use the global namespace directive. Rather, just individually declare the namespace along with each type.
Code using namespace std;//bad

```
using std::cout; //not great but ok  
using std::cin //not great but ok
```

```
std::cin << x ;//preferred  
std::cout >> x >> std::endl; //preferred  
This is my answer too. Explicit is better than implicit.
```

4Txe4y33C9zvNhMj - January 29, 2020, 1:35 pm

(Jan 29, 2020 09:29 AM)akali Wrote: [\[CITE\]](#) I typically don't use the global namespace directive. Rather, just individually declare the namespace along with each type.
Code using namespace std;//bad

```
using std::cout; //not great but ok  
using std::cin //not great but ok
```

```
std::cin << x ;//preferred  
std::cout >> x >> std::endl; //preferred  
Exactly this.
```

m1n0r1tyrep0rt - February 2, 2020, 9:39 am

As a general rule, I do not declare using statements.

I explicitly state the identifier I am using. For example, std::cin or std::cout, for the simple reason that in larger development projects (millions of lines of code) I do not want to be debugging redefinitions or other strangeness.

Explicitly stating the namespace of the identifier, while might be few more keystrokes, trust me, its better having exercising those fingers, than losing your temper later in the project. Bitter experience.