either the resolution operator or the using-declaration. That is, don't use the following:

using namespace std; // avoid as too indiscriminate

Instead, do this:

```cpp
int x;
std::cin >> x;
std::cout << x << std::endl;
```

Or else do this:

```cpp
using std::cin;
using std::cout;
using std::endl;
int x;
cin >> x;
cout << x << endl;
```

You can use nested namespaces, as described next, to create a namespace holding the using-declarations you commonly use.

**More Namespace Features**

You can nest namespace declarations:

```cpp
namespace elements
{
  namespace fire
  {
    int flame;
    ...
  }
  float water;
}
```

In this case, you refer to the `flame` variable as `elements::fire::flame`. Similarly, you can