

```

#include <iostream>
using namespace std;

int main()
{
    int num;

    cout << "Ingresa un número entre 1 y 3999: ";
    cin >> num;

    int unidades = num % 10;
    num /= 10;
    int decenas = num % 10;
    num /= 10;
    int centenas = num % 10;
    num /= 10;
    int millares = num % 10;
    num /= 10;

    cout << "El número convertido a romano es: ";

    switch (millares){
        case 1: cout << "M"; break;
        case 2: cout << "MM"; break;
        case 3: cout << "MMM"; break;
    }

    switch (centenas){
        case 1: cout << "C"; break;
        case 2: cout << "CC"; break;
        case 3: cout << "CCC"; break;
        case 4: cout << "CD"; break;
        case 5: cout << "D"; break;
        case 6: cout << "DC"; break;
        case 7: cout << "DCC"; break;
        case 8: cout << "DCCC"; break;
        case 9: cout << "CM"; break;
    }

    switch (decenas){
        case 1: cout << "X"; break;
        case 2: cout << "XX"; break;
        case 3: cout << "XXX"; break;
        case 4: cout << "XL"; break;
        case 5: cout << "L"; break;
        case 6: cout << "LX"; break;
        case 7: cout << "LXX"; break;
        case 8: cout << "LXXX"; break;
        case 9: cout << "XC"; break;
    }
}

```

```
switch (unidades){
    case 1: cout << "I"; break;
    case 2: cout << "II"; break;
    case 3: cout << "III"; break;
    case 4: cout << "IV"; break;
    case 5: cout << "V"; break;
    case 6: cout << "VI"; break;
    case 7: cout << "VII"; break;
    case 8: cout << "VIII"; break;
    case 9: cout << "IX"; break;
}

return 0;
}
```

- Las entradas (cin) y las salidas (cout) involucran sí o sí llamadas al sistema (syscalls) pues es necesario obtener acceso a los buffers correspondientes para leer lo que el usuario introduce y mostrar en pantalla el texto deseado