**TASK 7**

Ocean Level.

**Explanation:**

This program displays contents of rising of sea level after 5, 7 and 10 years. The rising of sea level in 1 year is 1.5 mm. The sea level initially is 656.2 ft. The program first converts ft in mm and then calculates value of increased sea level in 5 years, 7 years and 10 years in mm as output.

**INPUT:**

#include<iostream>

#include<conio.h>

#include<iomanip>

using namespace std;

main()

{

float level\_in\_ft=656.2;

float level\_in\_m=level\_in\_ft\*3.03;

float initial\_level=level\_in\_m\*1000;

float rate=1.5;

float five\_year\_rate=rate\*5;

float seven\_year\_rate=rate\*7;

float ten\_year\_rate=rate\*10;

float five\_year\_increase=five\_year\_rate+initial\_level;

float seven\_year\_increase=seven\_year\_rate+initial\_level;

float ten\_year\_increase=ten\_year\_rate+initial\_level;

cout<<"Initial sea level(In foot)="<<level\_in\_ft<<"feet \n\n";

cout<<"Initial sea level(in m)=Initial sea level(In foot) \* 3.03 \n\n";

cout<<"Initial sea level(in m)="<<level\_in\_ft<<" \* 3.03 \n\n";

cout<<"Initial sea level(in m)="<<level\_in\_m<<"m \n\n";

cout<<"Initial sea level(in mm)="<<setprecision(10)<<initial\_level<<"mm \n\n";

cout<<"Level increment in 5 years=(5 \* rate per year) + Initial sea level(in mm)"<< endl<<endl;

cout<<"Level increment in 5 years=(5 \* "<<rate<<"mm) + "<<initial\_level<<"mm"<<endl<<endl;

cout<<"Level increment in 5 years="<<five\_year\_increase<<"mm"<<endl<<endl;

cout<<"Level increment in 7 years=(7 \* rate per year) + Initial sea level(in mm)"<<endl<<endl;

cout<<"Level increment in 7 years=(7 \* "<<rate<<"mm) + "<<initial\_level<<"mm"<<endl<<endl;

cout<<"Level increment in 7 years="<<seven\_year\_increase<<"mm"<<endl<<endl;

cout<<"Level increment in 10 years=(10 \* rate per year) + Initial sea level(in mm)"<<endl<<endl;

cout<<"Level increment in 10 years=(10 \* "<<rate<<"mm) + "<<initial\_level<<"mm"<<endl<<endl;

cout<<"Level increment in 10 years="<<ten\_year\_increase<<"mm"<<endl<<endl;

getch();

return 0;

}

**OUTPUT:**

