Quiz 3

1. set(w) is persistent. Once set it does not have to be set again
2. setprecision() will be in significant figures mode if both fixed and showpoint are used
3. x !=y and x != z are true the z!= y is true (F)
4. 3 = 3 > 0 will give a runtime error
5. Setw() is right justified by default
6. < and the == do not operate on the same level
7. && first operand is true second will not evaluate
8. **4 > 3 > 2 will evaluate to false**
9. cout << fixed << setprecision(2) << setw(9) << 34.789 (two decimals places, 9 byte field)
10. a = 5 b= 12
    1. b/a = 2.0
    2. static\_cast<double> (b/a) = 2.0
    3. static\_cast<double>(b)/a = 2.4