

Write a program to create a userdefined manipulator that will format the output by setting the width, precision and fill character at the same time by passing arguments.

```
#include <iostream>
#include <iomanip>
using namespace std;
class Testmani{
private:
    int width, precision;
    char fill;
public:
    Testmani(int w, int p , char f):width(w),precision(p),fill(f){};
    friend ostream& operator<<(ostream &str, Testmani obj);
};
ostream& operator<<(ostream &str, Testmani obj)
{
    str << setw(obj.width)<< setfill(obj.fill) << setprecision(obj.precision);
    return str;
}
Testmani setwpcf(int w, int p, char f)
{
    return Testmani(w,p,f);
}
int main()
{
    cout << setwpcf(5,3,'$') << 5.630009;
    return 0;
}
```

```
#include<iostream>//or
#include<iomanip>
using namespace std;
class manip
{
    int Width,Precision;
    char fill_char;
public:
    manip(int width,int precision,char
fillchar):Width(width),Precision(precision),fill_char(fillchar){};
    friend ostream& operator <<(ostream& output, manip obj);
};
```

```
};  
ostream & operator<<(ostream& output,manip obj)  
{  
    output<<setw(obj.Width);  
    output<<setprecision(obj.Precision);  
    output<<setfill(obj.fill_char);  
    return output;  
}  
manip setvalue(int width,int precision,char fillchar)  
{  
    return manip(width,precision,fillchar);  
}  
int main()  
{  
    cout << setvalue(10,3,'*')<<28.66565544;  
}
```