1. #include <iostream>
2. #include <iomanip>
3. using namespace std;
4. int main() {
5. float a ;
6. char q,r,m;
7. cout<< "q : " ;
8. cin>> q >> r >> m;
9. cout << q << r << m;
10. a = 2.3486482364481743892 \* 875 ;
11. cout << fixed <<setprecision(20)<<"setprec : "<<a<< endl;
12. cout <<"normal : " <<a << endl;
13. cout << "sizeof a : " << sizeof(a)<< endl;
14. cout << "here is the end of the program. :-" << endl ;
15. cout << "char size : " << sizeof(char) <<endl ;
16. cout << "int size : " << sizeof(int) << endl ;
17. cout << "bool size : " << sizeof(bool) << endl ;
18. cout << "float size : " << sizeof(float) << endl ;
19. cout << "double size : " << sizeof(double) << endl ;
20. return 0;
21. }