function

std::fixed

<ios> <iostream>

```
ios_base& fixed (ios_base& str);
```

Use fixed floating-point notation

Sets the `floatfield` format flag for the *str* stream to `fixed`.

When `floatfield` is set to `fixed`, floating-point values are written using fixed-point notation: the value is represented with exactly as many digits in the decimal part as specified by the *precision field* (`precision`) and with no exponent part.

C++98 | C++11

The `floatfield` format flag is both a selective and a toggle flag: it can take any of the following values, or none:

flag value	effect when set
`fixed`	write floating-point values in fixed-point notation.
`scientific`	write floating-point values in scientific notation.
`hexfloat`	write floating-point values in hexadecimal format. The value of this is the same as (`fixed`|`scientific`)
`defaultfloat`	write floating-point values in default floating-point notation. This is the value by default (same as none, before any other `floatfield` bit is set).

For standard streams, the `floatfield` format flag is set to `defaultfloat` on initialization.

The *precision field* can be modified using member `precision`.

Notice that the treatment of the *precision field* differs between the default floating-point notation and the fixed and scientific notations (see `precision`). On the default floating-point notation, the *precision field* specifies the maximum number of meaningful digits to display both before and after the decimal point, while in both the fixed and scientific notations, the *precision field* specifies exactly how many digits to display *after* the decimal point, even if they are trailing decimal zeros.

Parameters

`str`

Stream object whose `floatfield` *format flag* is affected.
Because this function is a manipulator, it is designed to be used alone with no arguments in conjunction with the *insertion* (<<) and *extraction* (>>) operations on streams (see example below).

Return Value

Argument *str*.

Example

```
// modify floatfield
#include <iostream>     // std::cout, std::fixed, std::scientific

int main () {
  double a = 3.1415926534;
  double b = 2006.0;
  double c = 1.0e-10;

  std::cout.precision(5);

  std::cout << "default:\n";
  std::cout << a << '\n' << b << '\n' << c << '\n';

  std::cout << '\n';

  std::cout << "fixed:\n" << std::fixed;
  std::cout << a << '\n' << b << '\n' << c << '\n';

  std::cout << '\n';

  std::cout << "scientific:\n" << std::scientific;
  std::cout << a << '\n' << b << '\n' << c << '\n';
  return 0;
}
```

Possible output:

```
default:
3.1416
2006
1e-010

fixed:
3.14159
2006.00000
0.00000

scientific:
3.14159e+000
2.00600e+003
1.00000e-010
```

Data races

Modifies *str*. Concurrent access to the same stream object may cause data races.

Exception safety

Basic guarantee: if an exception is thrown, *str* is in a valid state.

See also

scientific	Use scientific floating-point notation (function)
ios_base::flags	Get/set format flags (public member function)
ios_base::setf	Set specific format flags (public member function)
ios_base::unsetf	Clear specific format flags (public member function)