manipulators.cpp Page 1

```
#include <iostream>
#include <iomanip>
#include <cmath>
using namespace std;
int main() {
 int byte = 0xA9;
  cout << byte << "\n";</pre>
 cout << std::dec << byte << "\n";</pre>
 cout << std::oct << byte << "\n";</pre>
 cout << std::hex << byte << "\n";</pre>
  cout << std::showbase << std::hex << byte << "\n";</pre>
 string name = "James Slocum";
  cout << setfill('*');</pre>
  cout << name << "\n";</pre>
  cout << setw(40) << name << "\n";
  cout << setw(40) << std::left << name << "\n";
  cout << setw(40) << std::right << name << "\n";</pre>
  long double d = 4 * atan(1);
  cout << d << "\n";
  cout << std::setprecision(20) << d << "\n";</pre>
  cout << std::setprecision(3) << d << "\n";</pre>
  cout << std::scientific << d << "\n";</pre>
  long double cash = 12345;
 cout.imbue(std::locale("en_US")); //Show hows this change change ja_JP
  cout << put_money(cash) << "\n";</pre>
 cout << put_money(cash, true) << "\n";</pre>
 return 0;
}
```