## fluid\_conv.cpp

## **User manual**

Program: fluid\_conv.cpp

- This program allocate the fluid ounces into the various units, first starting with barrels, then gallons, and so on, finishing with tablespoons.
- To run the program double click on the file fluid\_conv.exe. A console window will appear asking you to enter how many fluid ounce do you have. Enter the fluid ounce you have and press enter.
- After pressing the enter key, the program will convert and display the fluid ounces into the various units, first starting with barrels, then gallons, and so on, finishing with tablespoons.

## **System Manual**

Program: fluid\_conv.cpp

- This program convert the fluid ounces into the various units, first starting with barrels, then gallons, and so on, finishing with tablespoons.
- This program first ask user to enter how many fluid ounce do they have. After the user enters fluid ounce, it is stored in the integer variable named "fluid\_ounces".
- The program then allocates the fluid ounces into various units based on the following expressions:

```
barrel = fluid_ounces / 5376;
fluid_ounces = fluid_ounces % 5376;
gallon = fluid_ounces / 128;
fluid_ounces = fluid_ounces % 128;
quart = fluid_ounces / 32;
fluid_ounces = fluid_ounces % 32;
pint = fluid_ounces / 16;
fluid_ounces = fluid_ounces % 16;
cup = fluid_ounces / 8;
fluid_ounces = fluid_ounces % 8;
gill = fluid_ounces / 4;
fluid_ounces = fluid_ounces % 4;
tablespoons = fluid_ounces * 2;
```

• The variables barrel, gallon, quart, pint, cup, gill and tablespoons are all of integer data type.

## **Test Logs**

Program: fluid\_convo.cpp