Floating Point Fixed and Scientific

**Fixed and Scientific**

In Fixed floating point no power (or e) uses. Ex - 10.5, 122.5.

In Scientific floating point we will use e. Ex - 1.2e + 04, 1.45e +06.

* In both precision means digits after the decimal point.
* If there are not enough digits then the  trailing zeros are shown in both.
* We can set back to default using "defaultfloat."

C++

#include<iostream>

#include<iomanip>

using namespace std;

int main()

{

double x = 1.23, y = 1122456.453;

cout << std::fixed;

cout << x << "\n"

<< y << "\n";

cout << std::setprecision(2);

cout << x << "\n"

<< y << "\n";

double z = 1.2e+7;

cout << z;

return 0;

}

**Output**

1.230000

1122456.453000

1.23

1122456.45

12000000.00