Floating point Manipulating Default Format

**Manipulating Default Format**

**setprecision(n) -**Changes the default precision.

**showpoint() -**shows trailing zeros, noshowpoint() reverts it.

**showpos(**) - Show + sign for positive values. no showpos() reverts it.

**uppercase()** - prints 'e' as 'E'. nouppercase() reverts it.

C++

#include<iostream>

#include<iomanip>

using namespace std;

int main()

{

cout << setprecision(4);

double x = 15.5683, y = 34267.1;

cout << x << ' ' << y << ' ' << '\n';

double z = 1.23;

cout << showpoint << z << '\n';

cout << showpos << z << '\n';

cout << uppercase << y << '\n';

return 0;

}

**Output**

15.57 3.427e+04

1.230

+1.230

+3.427E+04