Round off in double using #include <iomanip>

You can use the "setprecision()" and "fixed" flags of the stream.  
You can read about them here:  
<http://www.cplusplus.com/reference/iostream/manipulators/setprecision.html>  
<http://www.cplusplus.com/reference/iostream/manipulators/fixed.html>  
  
The setprecision() sets how many decimal points you will have and the fixed is just because when you use double it converts it to scientific mode.  
Here is a small example:

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| --- | --- | --- |
| 1 2 3 4 5 6 7 8 9 10 | #include <iostream>  #include <iomanip>  using namespace std;  int main(){  double num = 12.456789;  cout << num << '\n'; //Outputs 12.4568  cout << fixed << num << '\n'; //Outputs 12.456789  cout << setprecision(3) << fixed << num << '\n'; //Outputs 12.457  return 0;  } | [Edit & Run](http://www.cplusplus.com/forum/beginner/3600/) |

This helps when we need to round of the digits of double upto a 3 places