

## Formatted output

- *fixed* and *showpoint*

- by default, small numbers are displayed using fixed format.  
large numbers are displayed in scientific format
- **fixed** manipulator allows decimal, not scientific notation be used.
- **showpoint** manipulator allows decimal point to be included in the output, even for values with 0 as fractional part.
- Both are defined in <iostream>

Example:

```
#include <iostream>
using namespace std;

int main()
{
    float value1 = 1.;
    float value2 = 1.234;
    float value3 = 1.2345678;
    float value4 = 1234567.875;

    // print values without any formatting
    cout << value1 << endl << value2 << endl;
    cout << value3 << endl << value4 << endl;

    // print values to show in non-scientific form, and decimal point shown for
    // floating values
    cout << fixed ;
    cout << showpoint;
    cout << value1 << endl << value2 << endl;
    cout << value3 << endl << value4 << endl;

    return 0;
}
```

- **setprecision(n)**

- **Defined in <iomanip>**
- If **fixed** has already been specified, argument **n** determines the number of places displayed after the decimal point for floating point values
- Remains in effect until explicitly changed by another call to **setprecision**
- Value is **rounded** if necessary

Example

```
#include <iostream>
#include <iomanip>
using namespace std;

int main()
{
    float value1 = 1.;
    float value2 = 1.234;
```

```

float value3 = 1.2345678;
float value4 = 1234567.875;

// print values without any formatting
cout << value1 << endl << value2 << endl;
cout << value3 << endl << value4 << endl;

// print values to show in non-scientific form, and decimal point shown for
// floating values
// demonstrate setprecision formatting command
cout << fixed;
cout << showpoint;
cout << setprecision(2);
cout << value1 << endl << value2 << endl;
cout << value3 << endl ;
cout << setprecision(1) << value4 << endl;

return 0;
}

```

- **setw(width)**  
 setw : control the number of character positions the next data item should occupy when it is output  
 width : field width specification
  - apply to numbers and strings, not char type data
  - default to be **right justified**
  - empty spaces are default to be filled w/ ' ' (blank space)
  - if size of value (i.e., number of digits in value) > setw width, setw is ignored
  - setw only affects the next item displayed, have to use setw for every output value.

Example:

```

(1) int NumStudents = 26;
    cout << "Number of students in the class is "
        << setw(5) << NumStudents << endl;

(2) cout << "Number of students in section " << setw(8)
    << "Sec5" << " is " << NumStudents << endl;

(3) float balance = 1300.87;
    cout << fixed;
    cout << showpoint;
    cout << setprecision(1);
    cout << "The current account balance is $" << setw(8) << balance << endl;

(4) int myNumber = 123 ;
    int yourNumber = 5 ;
    cout << setw ( 10 ) << "Mine"
        << setw ( 10 ) << "Yours" << endl;
        << setw ( 10 ) << myNumber
        << setw ( 10 ) << yourNumber << endl ;

```

- left and right justification** : justification remain valid until it is reset.  
`cout << left;`                      or                      `cout << right;`

### Example

```
#include <iostream>
#include <iomanip>
using namespace std;

int main ()
{
    // print the heading
    cout << endl << endl;
    cout << left;
    cout << setw(15) << "School Number"
        << setw(15) << "School Name" << endl << endl;
    cout << right;

    // print the 1st school
    cout << setw(5) << 10 << setw(10) << " ";
    cout << left;
    cout << setw(15) << "MTSU" << endl;

    // print the 2nd school
    cout << right;
    cout << setw(5) << 5 << setw(10) << " ";
    cout << left;
    cout << setw(15) << "UT" << endl;

    // print the 3rd school
    cout << right;
    cout << setw(5) << 32 << setw(10) << " ";
    cout << left;
    cout << setw(15) << "Vanderbilt" << endl;
    cout << endl << endl;

    return 0;
}
```