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/*
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Course: CSCI-136
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Assignment: Homework 4.6, e.g., Lab1C
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Homework 4.6

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*/

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

int main()
{
    bool done = false;
    string unit1 = "";
    string unit2 = "";
    double factor1 = 0; // conversion factor from first unit to cm
    double factor2 = 0; // conversion factor from cm to second unit

    while (!done) //unless done continuously display conversion prompt
    {
        bool again = false; // true to repeat the same conversion
        cout << "From unit (in, cm, m, again, quit): " << endl;
        string command;
        cin >> command;
        if (command == "in")           //all conversions from cm to input
        {
            factor1 = 2.54;
            unit1 = command;
        }
        else if (command == "cm")
        {
            factor1 = 1.0;
            unit1 = command;
        }
        else if (command == "m")
        {
            factor1 = 100;
            unit1 = command;
        }
        else if (command == "again") //wont go into next if that will convert to another unit
        {
            again = true;
        }
        else if (command == "quit")
        {

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        done = true;
    }
    else
    {
        cout << "Sorry, unknown unit." << endl;
    }

    if (factor1 != 0 && !again && !done) //new unit to convert
    {
        cout << "To unit: " << endl;
        cin >> unit2;
        if (unit2 == "in")
        {
            factor2 = 1.0 / 2.54;
        }
        else if (unit2 == "m")
        {
            factor2 = 1.0/100.0;
        }
        else if (unit2 == "cm")
        {
            factor2 = 1.0/1.0;
        }
        else
        {
            cout << "Sorry, unknown unit." << endl;
        }
    }

    if(factor1 != 0 && !done && factor2 != 0) //when not done and you can convert
    {
        // Read value to be converted
        double value;
        cin >> value;
        // Convert and print result
        cout << value << " " << unit1 << " = "
            << value * factor1 * factor2 << " " << unit2 << endl; //print the conversion
    }
}

return 0;
}

```