/\*Property Tax Algorithm

A program that asks for the actual value of a property to calculate the assessment value (60% of the actual value) and the property tax (64% of the assessment value)

Use constants when possible

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#include <iostream>

#include <iomanip>

#include <string>

//Declare constants

const float assessmentPercentage = .60, taxPercentage = .64;

using namespace std;

int main()

{

//Declare and initialize variables

float actualValue = 0.0, assessmentValue = 0.0, propertyTax = 0.0;

//Intro

cout << "Easily calculate your home\'s assessment value and property tax!\n\n";

//Prompt for base

cout << fixed << showpoint << setprecision(2);

cout << "Please enter your home's actual value \(no commas): $";

cin >> actualValue;

cout << "\n\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

//Calculate assessment value

assessmentValue = assessmentPercentage \* actualValue;

//Display assessment value

cout << fixed << showpoint << setprecision(2);

cout << "Assessment Value: $" << assessmentValue << endl;

//Calculate property tax

propertyTax = taxPercentage \* assessmentValue;

//Display property tax

cout << fixed << showpoint << setprecision(2);

cout << "Property Tax: $" << propertyTax << endl;

return 0;

}