

Stephen Souther

```
#include <iostream>
```

```
#include <cmath>
```

```
using namespace std;
```

```
void squareAndPrint(){  
    double input;
```

```
    cout.setf(ios::showpoint);
```

```
    cout.setf(ios::fixed);
```

```
    cout.precision(2);
```

```
    cout << "Please enter a number: ";
```

```
    cin >> input;
```

```
    cout << static_cast<double>(pow(input, 2)) << endl;
```

```
}
```

```
int main(){
```

```
    squareAndPrint();
```

```
    return(0);
```

```
}
```

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```
#include <iostream>
```

```
#include <cmath>
```

```
using namespace std;
```

```
double cube(double input);
```

```
int main(){
```

```
    cout.setf(ios::fixed);
```

```
    cout.setf(ios::showpoint);
```

```
    cout.precision(3);
```

```
    double userInput;
```

```
    cout << "Please enter a number: ";
```

```
    cin >> userInput;
```

```
    cout << cube(userInput) << endl;
```

```
    return(0);
```

```
}
```

```
double cube(double input){
```

```
    return(pow(input,3));
```

```
}
```