Floating-point Output

The C++ output objects display floating-point numbers by choosing the representation that is most compact, limiting the default number of digits to `6`.

Often, this is not what you want. To **explicitly** set the output format involves 3 steps, but you only need to do it once in your program:

1. Add `#include <iomanip>` to the list of libraries you are using.
2. Send the `fixed` manipulator to the stream before printing.
3. **Specify the number of decimal places** to be displayed, using the `setprecision(n)` manipulator.

Here's an example, displaying the `double` variable `cost` with **two digits** of precision:

```
cout << fixed << setprecision(2) << cost;
```

When printing numbers, you may want to line up the decimal points correctly, so that the output is easier to read.

- Use `setw(width)` where `width` is the width of the column that you want to display.
- Unlike `setprecision()`, `setw()` only applies to **one output object**.

Here's an example:

```
cout << fixed << setprecision(2); // once (persistent)
cout << "Widget cost: " << setw(10) << cost << endl;
cout << "Sales price: " << setw(10) << price << endl;
```

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