

Floating point Manipulating Default Format

Manipulating Default Format

setprecision(n) - Changes the default precision.

showpoint() - shows trailing zeros, **noshownpoint()** reverts it.

showpos() - Show + sign for positive values. **no showpos()** reverts it.

uppercase() - prints 'e' as 'E'. **nouppercase()** reverts it.

```
#include<iostream>
#include<iomanip>
using namespace std;
int main()
{
    cout << setprecision(4);
    double x = 15.5683, y = 34267.1;
    cout << x << ' ' << y << '\n';
    double z = 1.23;
    cout << showpoint << z << '\n';
    cout << showpos << z << '\n';
    cout << uppercase << y << '\n';
    return 0;
}
```

Output

```
15.57 3.427e+04
1.230
+1.230
+3.427E+04
```