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Reference

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<ios>
<iosfwd>
<iostream>
<istream>
<sstream>
<stream>
<stream>
<streambuf>
Multi-threading:
Other:

<ios> types: basic ios fpos ios ios_base io_errc streamoff streampos streamsize wios wstreampos manipulators: boolalpha dec defaultfloat fixed hex hexfloat internal left noboolalpha noshowbase noshowpoint noshowpos noskipws nounitbuf nouppercase oct right scientific showbase showpoint showpos skipws unitbuf uppercase other functions: iostream_category

ios_base
ios_base::ios_base
ios_base::~ios_base
member functions:
ios_base::flags
ios_base::getloc
ios_base::imbue
ios_base::iword
ios_base::precision
ios_base::precision
ios_base::register_callback
ios_base::setf
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public member function
std::ios base::precision

<ios> ⟨iostream⟩

[hide]

os_base::precision

get (1) streamsize precision() const;
set (2) streamsize precision (streamsize prec);

Get/Set floating-point decimal precision

The first form (1) returns the value of the current floating-point precision field for the stream.

The second form (2) also sets it to a new value.

The floating-point precision determines the maximum number of digits to be written on insertion operations to express floating-point values. How this is interpreted depends on whether the floatfield format flag is set to a specific notation (either fixed or scientific) or it is unset (using the default notation, which is not necessarily equivalent to either fixed nor scientific).

For the default locale:

- Using the default floating-point notation, the precision field specifies the maximum number of meaningful
 digits to display in total counting both those before and those after the decimal point. Notice that it is not a
 minimum, and therefore it does not pad the displayed number with trailing zeros if the number can be
 displayed with less digits than the precision.
- In both the fixed and scientific notations, the precision field specifies exactly how many digits to display
 after the decimal point, even if this includes trailing decimal zeros. The digits before the decimal point are not
 relevant for the precision in this case.

This decimal precision can also be modified using the parameterized manipulator setprecision.

Parameters

prec

New value for the floating-point precision. streamsize is a signed integral value.

Return Value

The precision selected in the stream before the call.

Example

```
1 // modify precision
2 #include <iostream>
                           // std::cout, std::ios
4 int main () {
    double f = 3.14159;
    std::cout.unsetf ( std::ios::floatfield );
                                                               // floatfield not set
    std::cout.precision(5);
    std::cout << f << '\n';
    std::cout.precision(10):
10
    std::cout << f << '\n':
    std::cout.setf( std::ios::fixed, std:: ios::floatfield ); // floatfield set to fixed
    std::cout << f << '\n';
13
    return 0:
14
```

Possible output:

3. 1416 3. 14159 3. 1415900000

Notice how the first number written is just 5 digits long, while the second is 6, but not more, even though the stream's precision is now 10. That is because precision with the default floatfield only specifies the *maximum* number of digits to be displayed, but not the minimum.

The third number printed displays 10 digits after the decimal point because the floatfield format flag is in this case set to fixed.

Data races

Accesses (1) or modifies (2) the stream object.

Concurrent access to the same stream object may cause data races.

ios_base::width
ios base::xalloc
member types:
ios_base::event
ios_base::event_callback
ios_base::failure
ios_base::Init
ios_base::iostate
ios_base::openmode
ios_base::seekdir

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Exception safety

Basic guarantee: if an exception is thrown, the stream is in a valid state.

See also

setprecision	Set decimal precision (function)
ios_base::width	Get/set field width (public member function)
ios_base::setf	Set specific format flags (public member function)

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