36 Lecture - CS201

Important Subjective

1. **What are stream manipulations in C++?**
   Answer: Stream manipulations, also known as manipulators, are functions that are used to modify the formatting and behavior of input and output streams in C++.

2. **How do you use the setw() manipulator to set the width of output data?**
   Answer: You can use the setw() manipulator followed by an integer value to set the width of output data. For example: cout << setw(10) << "Hello";

3. **What is the purpose of the setprecision() manipulator?**
   Answer: The setprecision() manipulator is used to set the number of decimal places for floating-point output data.

4. **How do you use the setiosflags() manipulator to set stream flags?**
   Answer: You can use the setiosflags() manipulator followed by a flag constant to set stream flags. For example: cout << setiosflags(ios::fixed) << 3.14159;

5. **What is the purpose of the skipws manipulator?**
   Answer: The skipws manipulator is used to skip leading whitespace when reading input data.

6. **How do you use the setfill() manipulator to set the fill character for output data?**
   Answer: You can use the setfill() manipulator followed by a character value to set the fill character for output data. For example: cout << setfill('*') << setw(10) << "Hello";

7. **What is the purpose of the resetiosflags() manipulator?**
   Answer: The resetiosflags() manipulator is used to reset the format flags for a stream to their default values.

8. **How do you use the noshowpoint manipulator to hide the decimal point for floating-point output data?**
   Answer: You can use the noshowpoint manipulator to hide the decimal point for floating-point output data. For example: cout << noshowpoint << 3.14159;

9. **What is the purpose of the setiosflags() manipulator with the ios::left flag?**
   Answer: The setiosflags() manipulator with the ios::left flag is used to left-justify output data.

10. **How do you use the setprecision() manipulator with fixed-point notation to set the number of decimal places for output data?**
    Answer: You can use the setprecision() manipulator with the fixed-point notation to set the number of decimal places for output data. For example: cout << fixed << setprecision(2) << 3.14159;