

# 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;`