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// Chapter 2 Section 3 Problem 7

// Win32 console application
// Demonstrates use of iomanip.h file.

#include <iostream.h>
#include <stdio.h>
#include <iomanip.h>

void main()
{
    char go;

    // part a
    cout << setiosflags(ios::right);
    cout << setw(14) << "Score" << endl;
    cout << setw(11) << 86 << endl;
    cout << setw(11) << 82 << endl;
    cout << setw(11) << 79 << endl << endl;

    // part b
    cout << setiosflags(ios::fixed);
    cout << setw(54) << "Price" << endl;
    cout << setw(50) << "$" << setprecision(2) << setw(6) << 19.94 << endl;
    cout << setw(50) << "$" << setprecision(2) << setw(6) << 100.00 << endl;
    cout << setw(50) << "$" << setprecision(2) << setw(6) << 58.95 << endl << endl;

    cout << "Hit any key to continue ..." << endl;
    getchar(go);
    return;
}

```