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// Chapter 2 Section 3 Problem 8
```

```
// Win32 console application
```

```
#include <iostream.h>
```

```
#include <stdio.h>
```

```
#include <iomanip.h>
```

```
void main()
```

```
{
```

```
    cout << setiosflags(ios::right) << setiosflags(ios::fixed);
```

```
    cout << setw(27) << "Employee" << setw(20) << "Hourly Wage" << endl << endl;
```

```
    cout << setw(24) << 1 << setw(15) << "$" << setprecision(2) << setw(6) << 3.65 << endl;
```

```
    cout << setw(24) << 2 << setw(15) << "$" << setw(6) << 4.10 << endl;
```

```
    cout << setw(24) << 3 << setw(15) << "$" << setw(6) << 2.89 << endl;
```

```
    cout << setw(24) << 4 << setw(15) << "$" << setw(6) << 5.00 << endl;
```

```
    cout << setw(24) << 5 << setw(15) << "$" << setw(6) << 4.50 << endl << endl;
```

```
    cout << setw(30) << "Hit any key to continue ..." << endl;
```

```
    getchar();
```

```
    return;
```

```
}
```