

```

#include<iostream.h>
#include<climits>
//#include<cfloat>

int main()
{
/*    short x=SHRT_MAX;
    unsigned short y = x;

    cout << "short is " << sizeof (short) << " bytes.\n";
    cout << "short is " << sizeof x << " bytes.\n";

    cout << "x is " << x << endl;
    cout << "y is " << y << endl;
    x = x+1;
    y = y+1;
    cout << "x is " << x << endl;
    cout << "y is " << y << endl;
    x = y = 0;
    x -= 1;
    y -= 1;
    cout << "x is " << x << endl;
    cout << "y is " << y << endl;
*/
    cout << "-----" << endl;
    float xd = float(10.0/3.0);
    double yd = 10.0/3.0;
    const float mil = 1.0e6;
    cout.setf(ios::fixed, ios::floatfield);
    cout << "xd is " << xd << endl;
    cout << "yd is " << yd << endl;
    cout << "xd*mil is " << xd*mil << endl;
    cout << "10*mil*xd is " << 10*xd*mil << endl;
    cout << "yd*mil is " << yd*mil << endl;
/**/
    return 0;
}

/*
short is 2 bytes.
short is 2 bytes.
x is 32767
y is 32767
x is -32768
y is 32768
x is -1
y is 65535
-----
xd is 3.333333
yd is 3.333333
xd*mil is 3333333.250000
10*mil*xd is 33333332.000000
yd*mil is 3333333.333333
Press any key to continue
*/

```