

Here, keyword `float`. is used to declare single-precision floating-point variables. These variables can store numbers that have a decimal point.

`*` is the multiplication operator of C++. As one mile is 1.6093 kilometers, miles can be converted to kilometers by multiplying the distance in miles by 1.6093. After this statement has been executed, the contents of variable `distance_in_kilometers` is 1.6093 times the contents of variable `distance_in_miles`.

```
// miles.cpp (c) Kari Laitinen
#include <iostream.h>

int main()
{
    float distance_in_miles ;
    float distance_in_kilometers ;

    cout << "\n This program converts miles to kilometers."
          << "\n Please, give a distance in miles: " ;

    cin >> distance_in_miles ;

    distance_in_kilometers = 1.6093 * distance_in_miles ;

    cout << "\n " << distance_in_miles << " miles is "
          << distance_in_kilometers << " kilometers.\n" ;
}
```

Here the distance in miles is read from the keyboard. The program waits here until the user has typed in the distance. After this statement has been executed the given distance is stored in variable `distance_in_miles`.

The contents of a floating-point variable can be printed to the output stream `cout` in the middle of strings of characters.

miles.cpp - 1. A program that uses floating-point variables.

```
D:\book2cpp>miles

This program converts miles to kilometers.
Please, give a distance in miles: 250

250 miles is 402.325 kilometers.
```

miles.cpp - X. The execution of the program with input value 250.