Real Component — A Brief Summary

Range of values: real numbers limited to about 15 digits of precision
Initial value: 0.0

Assignment operator: =

Arithmetic operators:

+	(addition)
-	(subtraction)
*	(multiplication)
/	(real division — quotient and the remainder)

Precedence of arithmetic operator evaluation:

Highest: parenthesized subexpressions
↓ *, /
lowest: +, -
Note: Consecutive operators of the equal precedence are evaluated left to right.

Relational operators:

==	(equal)
!=	(not equal)
<	(less than and not equal)
<=	(less than or equal)
>	(greater than and not equal)
>=	(greater than or equal)

Input and output:

Assume that `input` is an object of type `Character_IStream`, that `output` is an object of type `Character_OStream`, and that `r` is an object of type Real.

- To input a value for `r` use `input >> r`.
- To output the value of `r` use `output << r`.

Conversion operators:

Assume that `r` is an object of type Real.

- To convert the value of `r` to a text string use `To_Text (r)`.
- To convert the value of `r` to an integer use `To_Integer (r)`.
  Note: The result of `To_Integer (r)` is the "whole" part of `r` with the fractional part discarded.