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.