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//The program calculating distances on the map with real distance
between two points and linear scale given

#include<iostream>
#include<cstdlib>
using namespace std;
int main()
{
    float linearscale, value, distance;

    cout<<"Give the length of the linear scale in cm on the legend
of the map"<<endl; //the legend of the map there is on the right on
the bootom of the map, you must measure this length

    cin>>linearscale;

    cout<<"Give the value of the linear scale"<<endl; //the value
there is next to the linear scale on the right on the bootom of the
map

    cin>>value;

    cout<<"Give the real distance between two places in a straight
line (in the same scale as the linear scale value)"<<endl;//measure
the distance between 2 places

    cin>>distance;

    cout<<"The distance between two places on the map in a straight
line is "<<distance*value/linearscale<<endl;

    system("pause");
    return 0;
}

```