#region Calculate for double type

{

const double a = 10;

const double b = 0.01;

double subtrahend = Math.Pow(a - b, 4);

double subtractor = Math.Pow(a, 4) + 6 \* Math.Pow(a \* b, 2) + Math.Pow(b, 4);

double numerator = subtrahend - subtractor;

double denominator = -4 \* a \* b \* (Math.Pow(b, 2) + Math.Pow(a, 2));

double resultDouble = numerator / denominator;

Console.WriteLine($"double: {resultDouble}");

}

#endregion Calculate for double type

#region Calculate for float type

{

const float a = 10;

const float b = 0.01f;

float subtrahend = (float)Math.Pow(a - b, 4);

float subtractor = (float)Math.Pow(a, 4) + 6 \* (float)Math.Pow(a \* b, 2) + (float)Math.Pow(b, 4);

float numerator = subtrahend - subtractor;

float denominator = -4 \* a \* b \* ((float)Math.Pow(b, 2) + (float)Math.Pow(a, 2));

float resultFloat = numerator / denominator;

Console.WriteLine($"float: {resultFloat}");

}

#endregion Calculate for float type

/\* Объяснение различия в ответах

\* Приблизительный диапазон значений Точность

\* float от ±1,5 x 10^−45 до ±3,4 x 10^38 6–9 цифр

\* double от ±5,0 × 10^−324 до ±1,7 × 10^308 15–17 цифр

\*/