

## IEEE-754 Visualiser

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# Chapter 1

## File Index

### 1.1 File List

Here is a list of all files with brief descriptions:

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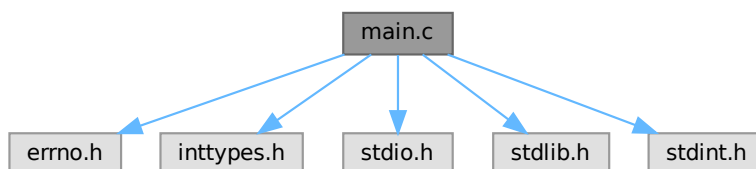
## Chapter 2

# File Documentation

### 2.1 main.c File Reference

```
#include <errno.h>
#include <inttypes.h>
#include <stdio.h>
#include <stdlib.h>
#include <stdint.h>
```

Include dependency graph for main.c:



#### Macros

- `#define STR_2(X) #X`  
*Auxiliary macro used by `VAR_TO_STR`.*
- `#define VAR_TO_STR(X) STR_2(X)`  
*Returns a literal with the parameter value.*
- `#define prec1 9`  
*The number of digits after the decimal point for float output.*
- `#define prec2 16`  
*The number of digits after the decimal point for double output.*

## Functions

- double [decode\\_mantissa](#) (uint64\_t u, int size)  
*Converts mantissa's bit representation to double.*
- void [bit\\_print](#) (uint64\_t const u, int const exp, int const mant)  
*Prints floating point number bit representation.*
- void [visualise](#) (uint64\_t const u, unsigned long const size)  
*Prints the canonical representation of a floating point number and its bit representation.*
- int [main](#) (int argc, char \*\*argv)  
*The function accepts a floating point number and visualizes its float and double representations if the number fits within those data types.*

## 2.1.1 Macro Definition Documentation

### 2.1.1.1 prec1

```
#define prec1 9
```

The number of digits after the decimal point for float output.

### 2.1.1.2 prec2

```
#define prec2 16
```

The number of digits after the decimal point for double output.

### 2.1.1.3 STR\_2

```
#define STR_2(  
    X ) #X
```

Auxiliary macro used by [VAR\\_TO\\_STR](#).

### 2.1.1.4 VAR\_TO\_STR

```
#define VAR_TO_STR(  
    X ) STR_2(X)
```

Returns a literal with the parameter value.

## 2.1.2 Function Documentation

### 2.1.2.1 bit\_print()

```
void bit_print (  
    uint64_t const u,  
    int const exp,  
    int const mant )
```

Prints floating point number bit representation.

Highlights Sign, Exp and Frac sections.



**Parameters**

<i>u</i>	Floating point number bit representation
<i>exp</i>	Size of exp section
<i>mant</i>	Size of mantissa section

**2.1.2.2 decode\_mantissa()**

```
double decode_mantissa (
    uint64_t u,
    int size )
```

Converts mantissa's bit representation to double.

**Parameters**

<i>u</i>	Mantissa's bit representation
<i>size</i>	Size of the mantissa

**Returns**

Mantissa value.

**2.1.2.3 main()**

```
int main (
    int argc,
    char ** argv )
```

The function accepts a floating point number and visualizes its float and double representations if the number fits within those data types.

**2.1.2.4 visualise()**

```
void visualise (
    uint64_t const u,
    unsigned long const size )
```

Prints the canonical representation of a floating point number and its bit representation.

**Parameters**

<i>u</i>	Floating point number bit representation
<i>size</i>	The size of the number in bits.

**Warning**

This function is only compatible with systems where floating point numbers are 32 and 64 bits in size.

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