

```
3) A= 64'b00000000011010010001000000000000000000000000000000000000000000000000;
//100.25
B = 64'b1000000000101000010110100001110010101100000010000011000100100111;
//-6.088
// C = 000000000110011110001010010111100011010100111110111110011101110
000000000110011110001010010111100011010100111110111110011101110 (expected)
//94.162
```

## Negative + Positive

```
4) A= 64'b1000000001101001000100000000000000000000000000000;
// -100.25
B = 64'b0000000000101000101101000111001010110000001000011000100100111;
// 6.088
// C = 100000000110011110001010010111100011010100111110111110011101110
100000000110011110001010010111100011010100111110111110011101110 (expected)
// -94.162
```

**-X + +X**

[illegible]

**+Infinity + X**

[illegible]

**-Infinity + X**

[illegible]

**NAN + X**

```
8) A= 64'b111111111110000000000000000000000000000000000000;
//NAN
```

```
B = 64'b0000000000110100100010000000000000000000000000000000000;
//100.25
```

[illegible][illegible]

//NAN

## +Infinity + -Infinity

```
9) A= 64'b01111111111100000000000000000000000000000000000000000000000;
//+Infinity
```

```
B = 64'b11111111111000000000000000000000000000000000000;
//-Infinity
```

[illegible][illegible]

```
//Cannot calculate
```