Printing a Bit Dump of Floating Point Types

The following example illustrates a C programming technique that is not necessarily Macintosh-specific.

```
// Printing a bit dum of floating point types
// The following example shows a way to do a bit dump
// of  the floating  point types float and double

#include <stdio.h>

union {
      float             x;
      unsigned char c[sizeof(float)];
} fnum;

union {
      double            x;
      unsigned char  c[sizeof(double)];
} dnum;

main()
{
      int i,j;

      fnum.x = 1.008;
      dnum.x = fnum.x;

      printf("float = %g\n", fnum.x);
      for (i = 0; i < 4; i++) {
            for (j = 0; j < 8; j++)
                  printf("%c", (fnum.c[i] & j ? '1' : '0'));
            printf("|");
      }
      printf("\n");

      printf("double = %g\n", dnum.x);
      for (i = 0; i < 10; i++) {
            for (j = 0; j < 8; j++)
                  printf("%c", (dnum.c[i] & j ? '1' : '0'));
            printf("|");
      }
      printf("\n");
}
```