I was only able to get up to 81.37%. I hit a roadblock when it came to testing floating point numbers. I approached testing floating point numbers by generating random long long integers and doing a pointer cast to read them as doubles. The issue with this is that it would create invalid double-precision floating point numbers which would cause a segfault within vfprintf.c. Right now, the majority of coverage I'm missing is due to not having a way to reliably create floating point numbers that will test the whole spectrum yet avoid crashing musl.