

- A. `(float) x == (float) dx`. Yes. Converting to `float` could cause rounding, but both `x` and `dx` will be rounded in the same way.
- B. `dx - dy == (double) (x-y)`. No. Let `x = 0` and `y = TMin32`.
- C. `(dx + dy) + dz == dx + (dy + dz)`. Yes. Since each value ranges between `TMin32` and `TMax32`, their sum can be represented exactly.
- D. `(dx * dy) * dz == dx * (dy * dz)`. No. Let `dx = Tmax32`, `dy = Tmax32-1`, `dz = Tmax32-2`. (Not detected with Linux/GCC)
- E. `dx / dx == dz / dz`. No. Let `x = 0`, `z = 1`.