



Mohammed Sanih

Computer Science and Engineering

Immediate Joiner and I intend to be a part of an organization where i can constantly learn and develop my technical skills and make best use of it for the growth of the organization.

✉ mssanih905@gmail.com

📍 MANGALORE, INDIA

🌐 github.com/Mohammed-Sanih

☎ 8147577963

🌐 linkedin.com/in/Mohammed Sanih

EDUCATION

Bachelor of Engineering(CSE)

Bearys Institute of Technology

08/2019 - 06/2023,

CGPA : 7.20

Courses

- Computer Science and Engineering

Pre University Education

K. Pandyarajah Ballal PU College

05/2017 - 03/2019,

Percentage : 76%

Courses

- Science(PCMB)

SSLC

Hazrath Seyyid Madani English Medium High School

05/2016 - 04/2017,

Percentage : 80.5%

INTERNSHIP

Web Design and Development

Blueline Computers

08/2022 - 09/2022,

Mangalore

Website development company in Mangalore efficiently delivers creative,interactive web solution and digital marketing services

SKILLS



PROJECTS

Fake Currency Detection Using Machine Learning Algorithm

- Final year Main Project

School Fee Management System

- DBMS Mini Project

Age Calculator

- MAD Mini Project

Rubik's Cube

- Computer Graphics Mini Project

Online Job Portal

- Internship Project

CERTIFICATES

RPA Developer Foundation

- Diploma of Completion

LANGUAGES

English

Full Professional Proficiency

Kannada

Professional Working Proficiency

Hindi

Professional Working Proficiency

Malayalam

Limited Working Proficiency

INTERESTS



Declaration:

I do hereby declare that the above information is true to the best of my knowledge.

RANGE OF DATA STORED IN FLOAT AND DOUBLE :

In Java, the data stored in '**float**' and '**double**' correspond to single-precision and double-precision floating-point numbers, respectively. The difference lies in the number of bits used to represent these types, which affects their range and precision.

'Float': It is a 32-bit data type that stores numbers with a fractional part. The IEEE 754 standard specifies that it has 1 sign bit, 8 exponent bits, and 23 fraction (mantissa) bits.

'Double': It is a 64-bit data type, providing more precision than float. It has 1 sign bit, 11 exponent bits, and 52 fraction (mantissa) bits, as per the IEEE 754 standard.

Here are the ranges and examples for both types:

1] Range of 'float':

Minimum value: Approximately $-3.40282347 \times 10^{38}$

Maximum value: Approximately $3.40282347 \times 10^{38}$

Example:

```
float myFloat = 12345.6789f;
```

```
System.out.println("Value of myFloat: " + myFloat);
```

2] Range of double:

Minimum value: Approximately $-1.7976931348623157 \times 10^{308}$

Maximum value: Approximately $1.7976931348623157 \times 10^{308}$

Example:

```
double myDouble = 9876543210.123456789;
```

```
System.out.println("Value of myDouble: " + myDouble);
```

HOW MANY DIGITS PERMITTED AFTER DECIMAL POINTS IN FLOAT AND DOUBLE :

In Java, the '**float**' and '**double**' data types are used to represent floating-point numbers. The number of digits permitted after the decimal point (decimal places) in these data types depends on their precision.

'Float': The float data type is a single-precision 32-bit floating-point type. It can store numbers with a decimal point up to approximately 7 significant digits.

'Double': The double data type is a double-precision 64-bit floating-point type. It can store numbers with a decimal point up to approximately 15 significant digits.

It's essential to note that these numbers are approximate because floating-point numbers have limitations when representing certain decimal values accurately due to their binary representation.

Example :

```
public class FloatAndDoubleExample {  
    public static void main(String[] args) {  
        float myFloat = 3.1415926535897932384626433832795f;  
        double myDouble = 3.1415926535897932384626433832795;  
        System.out.println("Float: " + myFloat);  
        System.out.println("Double: " + myDouble);  
    }  
}
```

Output:

Float: 3.1415927

Double: 3.141592653589793