

SINGLE PRECISION REPRESENTATION:

```
#include <stdio.h>
```

```
#include <stdint.h>
```

```
void printBinary(uint32_t num) {
```

```
    for (int i = 31; i >= 0; i--) {
```

```
        printf("%d", (num >> i) & 1);
```

```
        if (i == 31 || i == 23)
```

```
            printf(" ");
```

```
    }
```

```
    printf("\n");
```

```
}
```

```
int main() {
```

```
    float num;
```

```
    printf("Enter a single-precision floating-point number: ");
```

```
    scanf("%f", &num);
```

```
    uint32_t* binaryRep = (uint32_t*)&num;
```

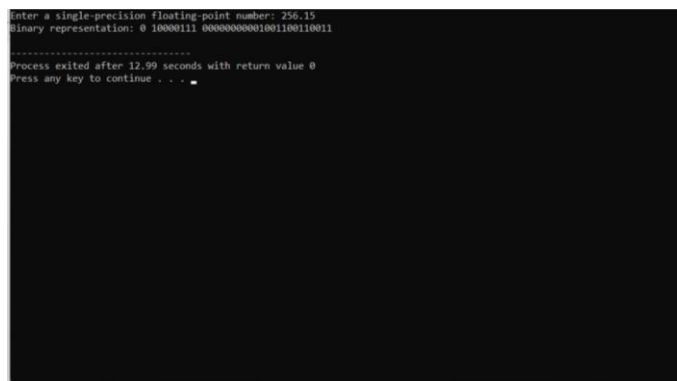
```
    printf("Binary representation: ");
```

```
    printBinary(*binaryRep);
```

```
    return 0;
```

```
}
```

Input&output:



```
Enter a single-precision floating-point number: 256.15
Binary representation: 0 10000111 0000000001001100110011
.....
Process exited after 12.99 seconds with return value 0
Press any key to continue . . .
```