Single Precision Representation

EXP NO: 35

AIM:

To write a C program to implement IEEE 754 single-precision floating-point representation for a given floating-point number.

ALGORITHM:

- 1. Start
- 2. **Define a union** to access the binary representation of a float.
 - o The union includes:
 - A float variable f
 - A structure with three fields:
 - mantissa (23 bits)
 - exponent (8 bits)
 - sign (1 bit)
- 3. **Define a function** printBinary to print the binary representation of an integer.
- 4. **Define a function** printIEEE to print the IEEE 754 single-precision representation of a float using the union.
 - Print the sign bit.
 - Print the exponent in binary.
 - Print the mantissa in binary.
- 5. In the main function:
 - Initialize the union with a floating-point value.
 - Print the IEEE 754 representation of the float using the printIEEE function.
- 6. **End**

PROGRAM:

else

```
#include <stdio.h>

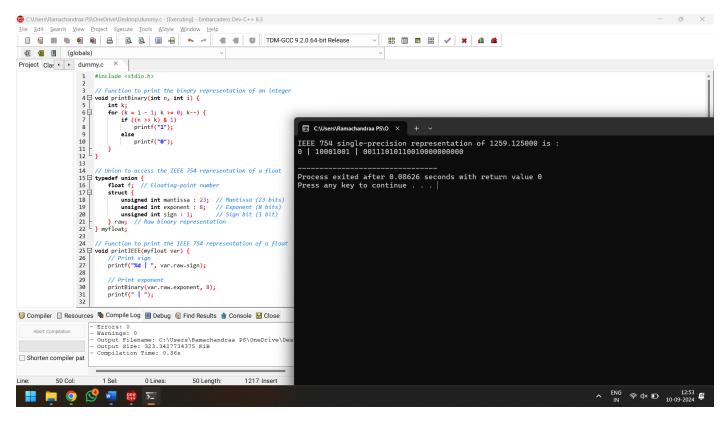
// Function to print the binary representation of an integer

void printBinary(int n, int i) {
  int k;
  for (k = i - 1; k >= 0; k--) {
   if ((n >> k) & 1)
     printf("1");
```

```
printf("0");
  }
}
// Union to access the IEEE 754 representation of a float
typedef union {
  float f; // Floating-point number
  struct {
    unsigned int mantissa: 23; // Mantissa (23 bits)
    unsigned int exponent: 8; // Exponent (8 bits)
    unsigned int sign: 1; // Sign bit (1 bit)
  } raw; // Raw binary representation
} myfloat;
// Function to print the IEEE 754 representation of a float
void printlEEE(myfloat var) {
  // Print sign
  printf("%d | ", var.raw.sign);
  // Print exponent
  printBinary(var.raw.exponent, 8);
  printf(" | ");
  // Print mantissa
  printBinary(var.raw.mantissa, 23);
  printf("\n");
}
int main() {
  myfloat var;
  // Initialize the float variable
  var.f = 1259.125;
```

```
// Print the IEEE 754 representation
printf("IEEE 754 single-precision representation of %f is : \n", var.f);
printIEEE(var);
return 0;
}
```

INPUT & OUTPUT:



RESULT: Thus, the program was executed successfully using DevC++