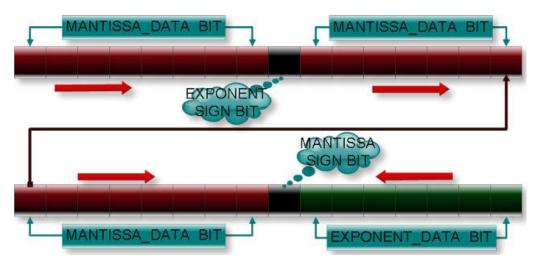
FLOATING POINT VARIABLES

Integers and floats are two different kinds of numerical data. An integer is a number without a decimal point where as a float is a floating point number, i.e. it is a number with a decimal point. Floating point numbers are stored in this format: M x b^e, where m is the mantissa (an integer number), b is base and e is exponent. C supports two floating types: float and double. The float and double are represented using 32-bit single precision and 64-bit double precision. For single precision floating point we have: 1 sign bit, 8 exponent bits, 23 mantissa bits. For double precision floating points we have: 1 sign bit, 11 exponent bits, 52 mantissa bits.

Following figure illustrate how floating point number is stored in memory:



Five important rules to be followed:

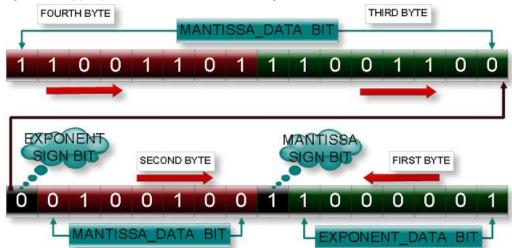
- Rule 1: To find the mantissa and exponent, we convert data into scientific form.
- Rule 2: Before the storing of exponent, 127 is added to the exponent.
- Rule 3: Exponent is stored in memory in first byte from right to left side.
- Rule 4: If exponent is negative number it will be stored in 2's complement form.
- Rule 5: Mantissa is stored in the memory in second byte from right to left side.

Example: Memory representation of float a= -10.3f

- **Step1**: Convert 10.3 to binary form. Binary form of 10.3 is 1010.010011001100110011001100110011...
- Step2: Convert the above binary number to scientific form. Scientific form of 1010.010011001100110011001100110011... = 1.0100100110011001100 1100110011...*10^3
 - (First digit i.e. 1, base of the power i.e. 10, power symbol i.e. ^ and multiplication symbol i.e. * are not stored in the memory)
- Step3: Find exponent, mantissa and signed bit. Mantissa data bit in binary is 0100100 1100110011001101(only first 23 bit from left side), mantissa sign bit is 1(since it is a negative number), exponent in decimal is 3
- Step 4: Add 127 in the exponent and convert in the binary number form. (Size of exponent data is 7 and maximum possible number in 7 bit is 1111111 in binary or 127 in decimal, hence 127 is added). Exponent is 127+3=130, binary value of 130 in eight bit is 1000001 0,

exponent data bit is 1000001 (take first 7 bit from left side), exponent sign bit : 0 (take rightmost bit)

• **Step 5**: Now store the mantissa data bit, mantissa sign bit, exponent data bit and exponent sigh bit at appropriate location as shown in figure.



Note: Mantissa data bits are stored from left to right while exponent data bits are stored from right to left.