```
File - D:\cpl\2023-cpl-coding-0\7-data-types\float-limits.c
 1 //
 2 // Created by hfwei on 2022/11/9.
 3 //
 5 #include <stdio.h>
 6 #include <float.h>
 8 int main() {
    // 3.402823e+38
     printf("FLT_MAX = %e\n", FLT_MAX);
10
11
     // 1.175494e-38
12
     printf("FLT_MIN = %e\n", FLT_MIN);
13
     // 1.401298e-45
14
     printf("FLT_TRUE_MIN = %e\n", FLT_TRUE_MIN);
15
     // 1.192093e-07
16
     printf("FLT_EPSILON = %e\n\n", FLT_EPSILON);
17
     // %lf for scanf
18
     // 1.797693e+308
19
20
     printf("DBL_MAX = %e\n", DBL_MAX);
21
     // 2.225074e-308
22
     printf("DBL_MIN = %e\n", DBL_MIN);
     // 4.940656e-324
     printf("DBL_TRUE_MIN = %e\n", DBL_TRUE_MIN);
24
25
     // 2.220446e-16
26
     printf("DBL_EPSILON = %e\n\n", DBL_EPSILON);
27
28
    return 0;
29 }
```