

```
1  /**
2   * file: loop.c
3   *
4   * Created by hengxin on 11/21/21.
5   */
6
7  #include <stdio.h>
8
9  int main() {
10     /**
11      * Do not use a counter of type float/double,
12      * although it works on some platforms.
13      *
14      * 0.1 cannot be exactly represented in machines.
15      */
16     for (double x = 0.1; x <= 1.0; x += 0.1) {
17         printf("%.20f\n", x);
18     }
19
20     return 0;
21 }
```