

Table 23.1
Rounding Directions

Value	Meaning
-1	Indeterminable
0	Toward zero
1	To nearest
2	Toward positive infinity
3	Toward negative infinity

`fesetround` function ►27.6

Unlike the other macros in `<float.h>`, which represent constant expressions, the value of `FLT_ROUNDS` may change during execution. (The `fesetround` function allows a program to change the current rounding direction.) The other macro, `FLT_RADIX`, specifies the radix of exponent representation; it has a minimum value of 2 (indicating binary representation).

The remaining macros, which I'll present in a series of tables, describe the characteristics of specific types. Each macro begins with either `FLT`, `DBL`, or `LDBL`, depending on whether it refers to the `float`, `double`, or `long double` type. The C standard provides extremely detailed definitions of these macros; my descriptions will be less precise but easier to understand. The tables indicate maximum or minimum values for some macros, as specified in the standard.

Table 23.2 lists macros that define the number of significant digits guaranteed by each floating type.

Table 23.2
Significant-Digit Macros
in `<float.h>`

Name	Value	Description
<code>FLT_MANT_DIG</code> <code>DBL_MANT_DIG</code> <code>LDBL_MANT_DIG</code>		Number of significant digits (base <code>FLT_RADIX</code>)
<code>FLT_DIG</code> <code>DBL_DIG</code> <code>LDBL_DIG</code>	≥ 6 ≥ 10 ≥ 10	Number of significant digits (base 10)

Table 23.3 lists macros having to do with exponents.

Table 23.3
Exponent Macros
in `<float.h>`

Name	Value	Description
<code>FLT_MIN_EXP</code> <code>DBL_MIN_EXP</code> <code>LDBL_MIN_EXP</code>		Smallest (most negative) power to which <code>FLT_RADIX</code> can be raised
<code>FLT_MIN_10_EXP</code> <code>DBL_MIN_10_EXP</code> <code>LDBL_MIN_10_EXP</code>	≤ -37 ≤ -37 ≤ -37	Smallest (most negative) power to which 10 can be raised
<code>FLT_MAX_EXP</code> <code>DBL_MAX_EXP</code> <code>LDBL_MAX_EXP</code>		Largest power to which <code>FLT_RADIX</code> can be raised
<code>FLT_MAX_10_EXP</code> <code>DBL_MAX_10_EXP</code> <code>LDBL_MAX_10_EXP</code>	$\geq +37$ $\geq +37$ $\geq +37$	Largest power to which 10 can be raised

Table 23.4 lists macros that describe how large numbers can be, how close to zero they can get, and how close two consecutive numbers can be.