

# Floating-Point Numbers

*Floating-point numbers* are numbers with a fractional component such as 3.14159, 0.1, and -273.15.

Floating-point types can represent a much wider range of values than integer types, and can store numbers that are much larger or smaller than can be stored in an Int. Swift provides two signed floating-point number types:

- Double represents a 64-bit floating-point number.
- Float represents a 32-bit floating-point number.

## NOTE

Double has a precision of at least 15 decimal digits, whereas the precision of Float can be as little as 6 decimal digits. The appropriate floating-point type to use depends on the <sup>특성</sup> nature and range of values you need to work with in your code. In situations where either type would be appropriate, Double is preferred.