Lab Exercise #7 -- Floating Point Representation

- A. The file named "lab07.viewdp" contains an executable program which allows the user to enter any real constant and displays the corresponding 64-bit internal representation of that constant.
- 1. Use "lab07.viewdp" to complete the following table.

Real constant	Internal representation (in hexadecimal)
1.0	
2.0	
4.0	
4.5	
4.25	
4.125	

2. Use "lab07.viewdp" to complete the following table.

Real constant	Internal representation (in hexadecimal)
3.14	
3.142	
3.1416	
3.14159265359	

- 3. What is the internal representation (in hexadecimal) of 0.0 (zero)?
- 4. What is the internal representation (in hexadecimal) of 1.0e+500 (a value which is too large to represent)?
- 5. The largest real number which can be represented is a value between 1.0e+308 and 2.0e+308. Use the program to find the largest 4-digit decimal number (in the form X.XXXe+308) which can be represented.

the	The file named "lab07.makedp" contains an executable program which allows user to enter the internal representation of a 64-bit floating point ber and displays the corresponding real constant.
1.	Use "lab07.makedp" to complete the following table.
	Internal representation Real constant
	4069 0000 0000 0000
	4069 0400 0000 0000
	4520 8B2A 2C28 0291
	39B4 484B FEEB C2A0
2.	Use "lab07.makedp" to complete the following table.
	Internal representation Real constant
	400A 6666 6666 6664
	400A 6666 6665
	400A 6666 6666
	400A 6666 6666 6667
	What is the decimal value of the largest and most precise real constant t can be represented as a double-precision floating point number?
	What is the decimal value of the smallest positive real constant that can represented as a normalized double-precision floating point number?
zei po:	A "denormal" floating point number is one in which the biased exponent is o, but the fraction field is non-zero. The smallest denormal floating nt number which can be represented in 64 bits is 0000 0000 0000 0001. What the value of this number as a decimal real constant?
	Write a C program which demonstrates overflow, underflow, and loss of cision on floating point numbers. Use type "float" and type "double" in

the program.