

Summary

Hopefully from the videos you've learnt:

- What unsigned, biased and two's complement numbers are and what numbers they can represent
- Why floats cannot be represented in the same way as integers
- How we can represent fractions
- What numbers we can represent as fractions
- How the IEEE float format works
- How rounding works in C
- How different numeric datatypes behave under addition, multiplication etc and what their limits are