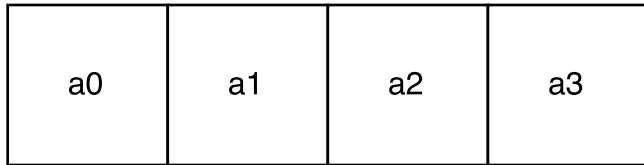
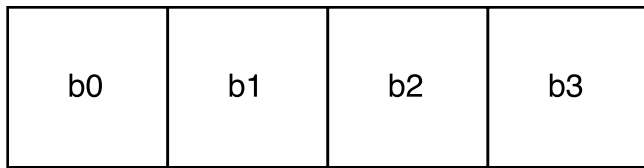


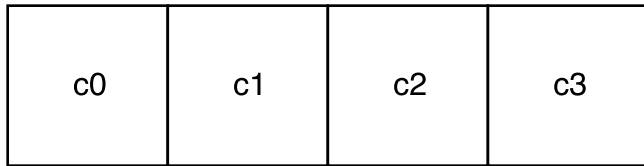
# int, float



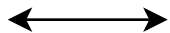
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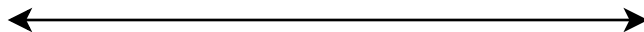
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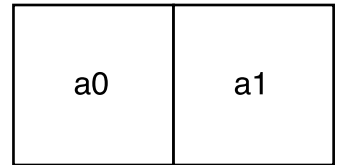


32bit

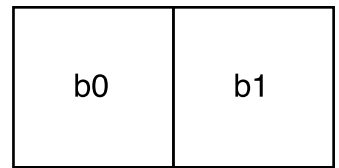


128bit

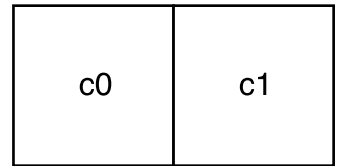
# double



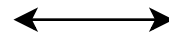
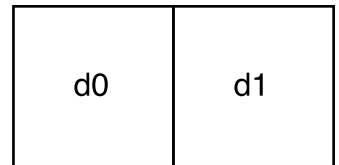
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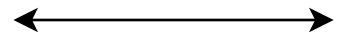
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32bit



128bit