1.04 (10)
Let's look at Floating Point multiplication
Let's look at Floating Point multiplication Again we will start with decimal and
Moltoply 1.110 x 10 × 9.700 x 10
Multiply 1.110 x 10 x 9.700 K 10-5
1. Add exponents, so 10+ (-5) = 5 Z. Multiply significands
Z. Multiple significands
$(\cdot, \cap \mathcal{U})$
x 9.700
0000
$\frac{7220}{9990} = 0.212000 \times 10^{5}$
10.7 12000 = 10.212000 K.10
3. Normalize and check for over/underflow
$\langle (A_{2}) \rangle \langle (A$
yes, so no overflow
4. Round and renormalize it need
1.0217 × 10 have 3 significant digits
to The right of The decimal point in
1.0717 × 106 bot, we only have 3 significant digits to The right of The decimal point in the original numbers. We sound to 3 digits = 1.071 × 166
5- Figure sigh, both positive, sot

Let's do This with binar, numbers  (.0000x x Z' (d.5)  x -1.110x x Z-2 (-0.4375)
1. Add exponents  -(+(-z)=)-3  See text book on page Z19 for discussion on adding brased exponents.
Z. Moltiply 1.0000 X 1.1100
$ \begin{array}{c c} \hline 00000\\ 1000\\ \hline 10000\\ \hline 100000\\ 100000\\ \hline 100000\\ 100000\\ \hline 100000\\ 100000\\ \hline 100000\\ 1000000\\ 1000000\\ 100000000$
3. Normalize & check for over/ under + low, trooved 1-110 X Z
H. Betermine sign +Ve x -Ve => -Ve
5. Answer 1.110 x 2 3 => -6.71875,0