

**NAME**

**f77\_floatingpoint** – Fortran IEEE floating-point definitions

**SYNOPSIS**

```
#include <f77/f77_floatingpoint.h>
```

**DESCRIPTION**

This file defines constants and types used to implement standard floating-point according to ANSI/IEEE Std 754-1985. Use these constants and types to write more easily understood .F source files that will undergo automatic preprocessing prior to Fortran compilation.

**IEEE Rounding Modes:**

<b>fp_direction_type</b>	The type of the IEEE rounding direction mode. Note that the order of enumeration varies according to hardware.
<b>fp_precision_type</b>	The type of the IEEE rounding precision mode, which only applies on systems that support extended precision such as Sun-3's with 68881's.

**SIGFPE handling:**

<b>sigfpe_code_type</b>	The type of a SIGFPE code.
<b>sigfpe_handler_type</b>	The type of a user-definable SIGFPE exception handler called to handle a particular SIGFPE code.
<b>SIGFPE_DEFAULT</b>	A macro indicating the default SIGFPE exception handling, namely for IEEE exceptions to continue with a default result, and to abort for other SIGFPE codes.
<b>SIGFPE_IGNORE</b>	A macro indicating an alternate SIGFPE exception handling, namely to ignore and continue execution.
<b>SIGFPE_ABORT</b>	A macro indicating an alternate SIGFPE exception handling, namely to abort with a core dump.

**IEEE Exception Handling:**

<b>N_IEEE_EXCEPTION</b>	The number of distinct IEEE floating-point exceptions.
<b>fp_exception_type</b>	The type of the N_IEEE_EXCEPTION exceptions. Each exception is given a bit number.
<b>fp_exception_field_type</b>	The type intended to hold at least N_IEEE_EXCEPTION bits corresponding to the IEEE exceptions numbered by <i>fp_exception_type</i> . Thus <i>fp_inexact</i> corresponds to the least significant bit and <i>fp_invalid</i> to the fifth least significant bit. Some operations may set more than one exception.

**IEEE Classification:**

<b>fp_class_type</b>	An enumeration of the various classes of IEEE floating-point values and symbols.
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**FILES**

/usr/include/f77/f77\_floatingpoint.h

**SEE ALSO**

ieee\_environment(3M), f77\_ieee\_environment(3F)