**GCD of floating numbers :**

#include<bits/stdc++.h>

using namespace std;

#define pi acos(-1.0)

double eps = 1e-4;

double gcd(double x, double y) {

while (fabs(x) > eps && fabs(y) > eps) {

if (x > y)

x -= floor(x / y) \* y;

else

y -= floor(y / x) \* x;

}

return x + y;

}