

\_Numeric\_limits\_base< double >

\_Floating\_limits< double, DBL\_MANT\_DIG, DBL\_DIG, DBL\_MIN\_EXP, DBL\_MAX\_EXP, DBL\_MIN\_10\_EXP, DBL\_MAX\_10\_EXP, 0x7ff00000u, 0x7ff10000u, 0x7ff90000u, true, round\_to\_nearest >

numeric\_limits< double >