

### Question3

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# Contents

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Explain how `.Machine$double.xmax`, `.Machine$double.xmin`, `.Machine$double.eps`, and `.Machine@double.neg.eps` are defined using the 64-bit double precision floating point arithmetic.

```
.Machine$double.xmax
```

[illegible]

```
.Machine$double.xmin
```

$0\ 00000000001\ 000_2$

.Machine\$double.eps

$$0 \text{ } 01111001011 \text{ } 00_2$$

.Machine@double.neg.eps

$$0\ 01111001010\ 000_2$$