for 32-bit flouting paint no. (I ET E format) the smallest no. is 000...01 32 bit => 10 00000000 0 D --- 01 8 23 bit here exp = 0-127 = -127 859m = 0 (+ ve) f m = 60---01 02 2-23 80 no. = (1+2-23) x exp = (1+2-23) × 2-127 = 2-127 [2-150] nearest to zero 4 we have condition that (i #0) so 4 is the closest one. that's why 150 steps. Same for double >> 1075.