Subject: Re: Value: why not float support?
Posted by mirek on Thu, 02 Sep 2010 07:40:55 GMT

gprentice wrote on Wed, 01 September 2010 07:52Quote:Are you aware that C/C++ always performs all FP arithmetics in double precision by standard definition?

As far as I can see this is not true. The C++ standard incorporates part of the ISO C standard by reference, including 5.2.4.2.2 where this is specified. I don't have the C90 standard but the C99 standard specifies that FLT_EVAL_METHOD IN float.h (cfloat in C++) has value zero if the calculation precision is the same as the operand precision and value 1 if the calculation precision is double. FLT_EVAL_METHOD wasn't part of C90 but it's very unlikely that C90 required double precision and C99 doesn't.

Also, double is required to have at least 10 significant decimal digits (DBL_DIG in cfloat) and floats at least 6 digits(FLT_DIG).

Graeme

Correct, I was wrong. Not sure where I got that info...