Subject: Re: Capture division by zero
Posted by mirek on Mon, 25 Jul 2022 07:39:01 GMT
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jjacksonRIAB wrote on Mon, 25 July 2022 03:37
Anyone have an opinion on this one? I'm of the opinion that floats should not be used to represent any kind of currency or bank balance and I tended to replace them in C# with Decimal when I worked for an accounting department. I haven't checked but does U++ have a fixed-point decimal type for dealing with currency and other numbers where float accuracy is not good enough? If not maybe one should be made.

Interesting question. For what is worth, I was doing applications dealing with money for years and while I know the theory, I have simple used double the whole time, to no ill effects.

I guess that in the end, you are usually rounding to 2 decimals after the point. You would need to sum millions of values to get a difference in printed output, so for the most time, it is just fine.

That said, Decimal datatype would be fine.

BTW, I do not think float or not float is the issue here, but underlying representation. Now I was not looking into this for some time, but I think that to be "financial correct" you need decimal representation instead of binary (some form of BCD) so that you can represent decimal fractional numbers exactly.

Mirek