

Announcements

Thursday Extras: CS Commons on Thursdays @ 4:00 pm

This week: CS Student Research Group

Grinnell ACM Chapter meeting, Thursday, 7:00 pm, Sci. 3821

Discussion of student mentoring program in local schools

Opportunities for involvement of computing education

Reminder: be sure to be prepared with readings/past work for each class day!

Schedule: two readings/labs on today's schedule

Data representation and its consequences: TO BE DONE

Machine-level ops: optional

For Friday, read material for both Friday and Monday

Characters and Strings materials

Input with scanf

Character-by-character input

Consequences of floating point numbers

questions

clicker questions

What can you say about the way the decimal number $1/10$ is represented as a float or a double?

- A. $1/10$ (decimal) can be stored exactly as a float and/or a double.
- B. $1/10$ (decimal) is consistently stored as a number less than its true value.
- C. $1/10$ (decimal) is consistently stored as a number greater than its true value.
- D. $1/10$ (decimal) is not stored exactly as a float or a double, but the value stored might be bigger or might be smaller (with possible different results for floats and doubles).
- E. Why would this matter to anyone anyhow?

Consider the code segment

```
for (float x = 0.0; x != 1.0; x += 0.1)  
    printf ("%f ", x);
```

- A. This loop prints exactly 10 lines
- B. This loop prints exactly 11 lines
- C. This is an infinite loop

Same question, except declare double x

Consider the code segment

```
for (float x = 0.0; x < 1.0; x += 0.1)  
    printf ("%f ", x);
```

- A. This loop prints exactly 10 lines
- B. This loop prints exactly 11 lines
- C. This is an infinite loop

Same question, except declare double x

Consider the code segment

```
for (float x = 1000.0; x < 1001.0; x += 0.1)  
    printf ("%f ", x);
```

- A. This loop prints exactly 10 lines
- B. This loop prints exactly 11 lines
- C. This is an infinite loop

Same question, except declare double x