Literature Hans Held, The Reception of the String Quartet: Performativity, Future, and Analytical Approaches''. Bærum: Norwegian University Press. 2015. References Category:Norwegian media people Category:Living people Category:1960 births Category:Norwegian criticsQ: Why does (1.) == (1 & 0x7fffffff) evaluate to false? I had done the following program: int main() { int i = 0x7fffffff; printf("%d ", (1.0) == (i & 0x7fffffff)); return 0; } The output of this is '0'. And I even typed this program in but the output is still 0. And I dont understand why! Also I guess it will be 0 in some other compiler too as IEEE floating point standard is followed. But I dont understand how can this happen? A: Historically, most architectures shipped with a single integer representation: a 32 bit quantity would be represented as a 32 bit quantity, with no sign bit or other additional bits. Historically, floating point numbers weren't widely used, so there was no corresponding meaning to represent an IEEE754 single precision floating point value in an integer type. Given that historical limitation, it's not unreasonable that the float->integer cast above fails. Even if the double was interpreted as a double, there's no guarantee that the 32 bit integer would fit into that format (if the compiler chose to use a representation not constrained by the standard). Note that an integer cast is effectively a truncation to an integer type: it doesn't check to see if all bits of the destination integer type can be represented by the source float. And as for C, cast rules require that truncation to be a legal operation. That's what makes the conversion to uint64_t fail: the source float type is bigger than uint32_t. The IEEE754 double representation is not limited to 32 bits: when I was at school, the IEEE754 double representation (extended to 64 bits) was still usable in applications, such as X.25. But there's no guarantee that (say) a DIV instruction would be able to use it. A: The C Standard says about the integer promotions (6.3

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