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

```c
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

```c
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

```c
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