

\_\_\_\_\_ floating point is the most common representation today for real numbers on computers  
IEEE Standard 754

\_\_\_\_\_ denote the (real) floating-point number on that computer  
 $R(t, s)$

the number of binary digits in \_\_\_\_\_ is finite and cannot exceed certain limits that are characteristics of the particular computer at hand.

fraction  
exponent of 2  
I and II

Arithmetic elementary floating-point operation generated error is harmless, except in the case of \_\_\_\_\_  
subtraction,

To what extent does arithmetic used on computers respect the laws of ordinary arithmetic.  
Not at all

\_\_\_\_\_ denote the number of binary digits allowed by the computer in the fractional part  
t

The "function" is the solution of a problem and the " \_\_\_\_\_ " are the data in the problem  
arguments

the development that has made it necessary to standardize floating point arithmetic is aimed to facilitate \_\_\_\_\_  
portability

\_\_\_\_\_ denote the number of binary digits allowed by the computer in the exponent.

,  
t

\_\_\_\_\_ is the functions used for a small amount of input data  
interpolation

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