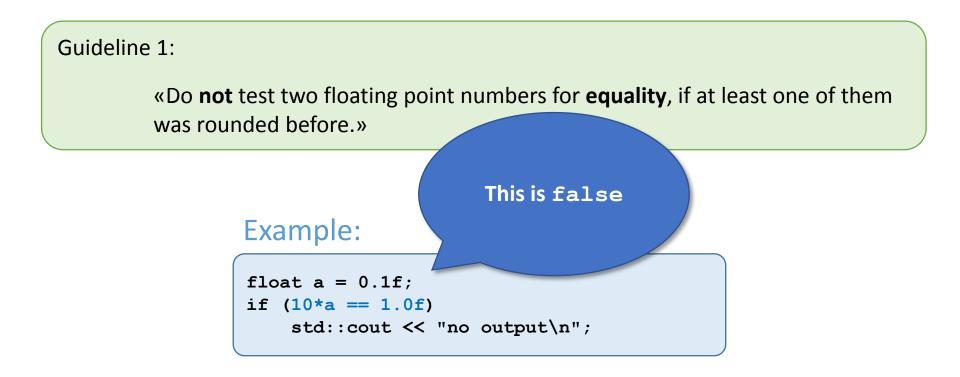
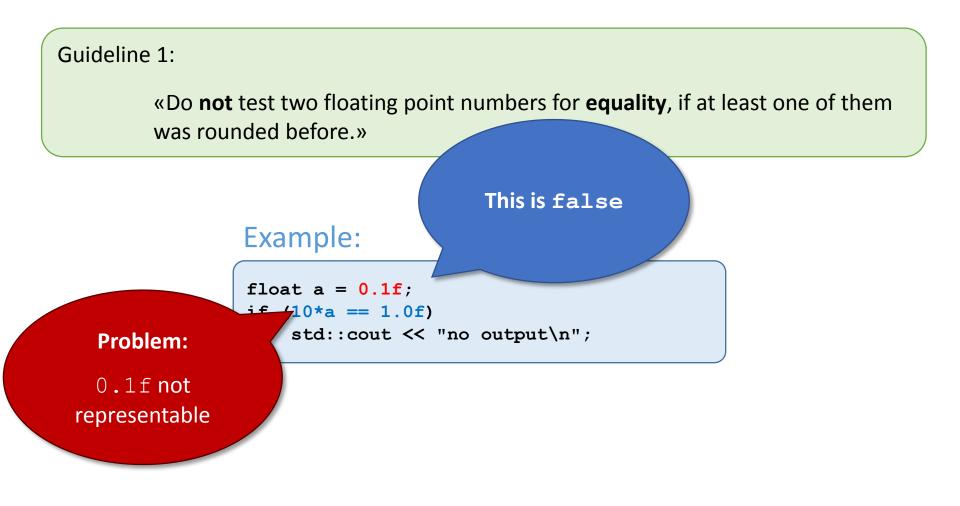
Floating Point Guidelines

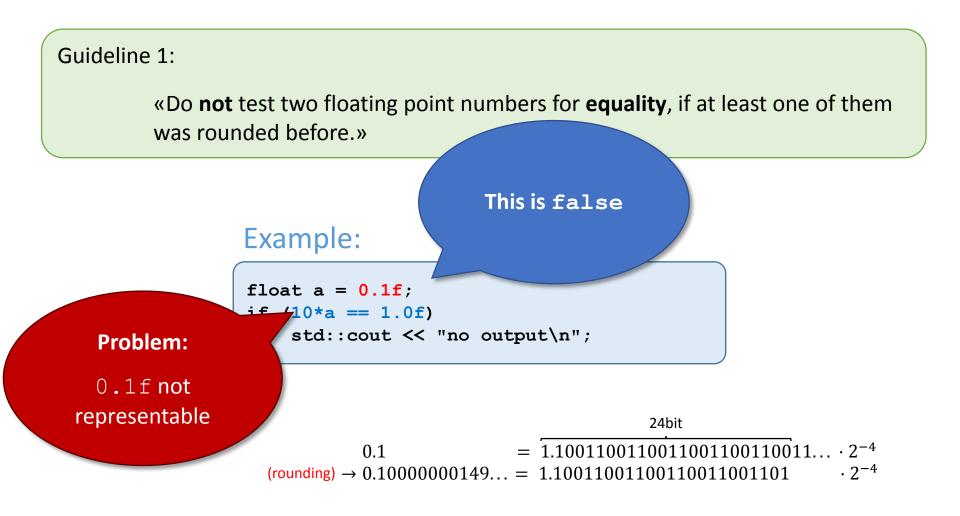
Guidelines

Guideline 1:

«Do **not** test two floating point numbers for **equality**, if at least one of them was rounded before.»







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Guideline 2:

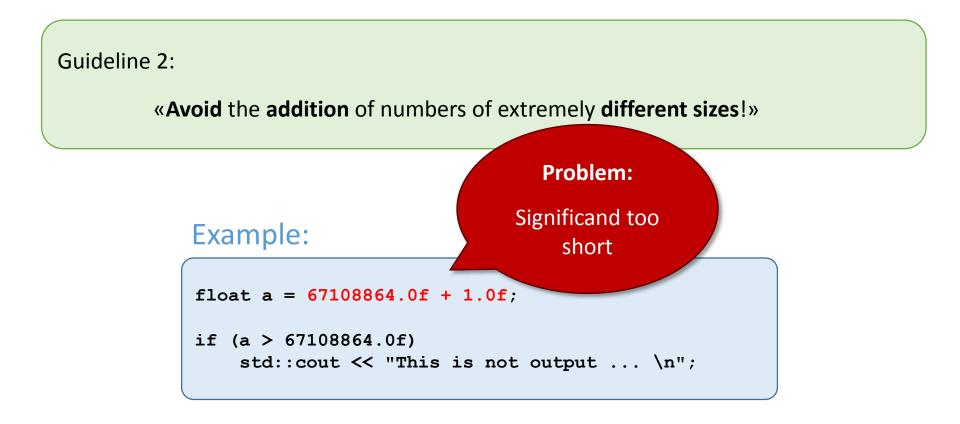
«Avoid the addition of numbers of extremely different sizes!»

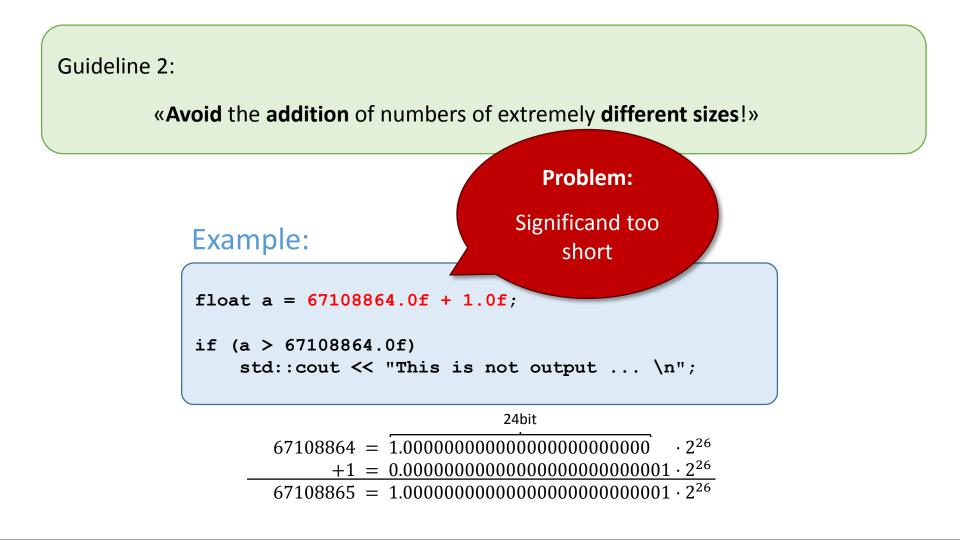
Guideline 2:

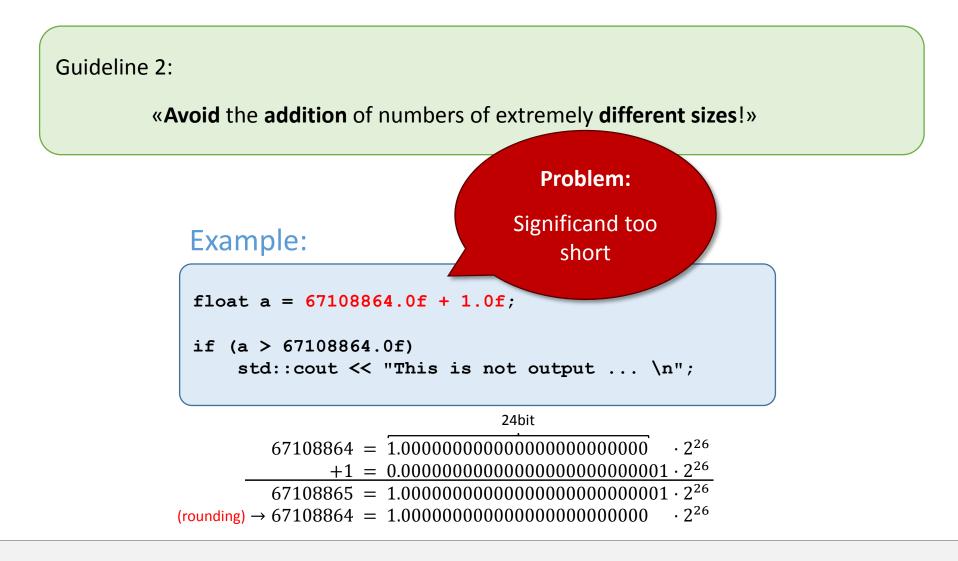
«Avoid the addition of numbers of extremely different sizes!»

Example:

```
float a = 67108864.0f + 1.0f;
if (a > 67108864.0f)
    std::cout << "This is not output ... \n";</pre>
```







Guidelines

Guideline 1:

«Do **not** test two floating point numbers for **equality**, if at least one of them was rounded before.»

Guideline 2:

«Avoid the addition of numbers of extremely different sizes!»

Guideline 3:

«Avoid the subtraction of numbers of similar sizes!»

