

1.4 DATA TYPES & STRUCTURES · 1.4.1 A-LEVEL

Floating point numbers

Original practice questions · 30 marks · about 45 minutes · spec 1.4.1(g)(h)

Convention for this paper. Floating point numbers use an **8-bit mantissa** and a **4-bit exponent**, both in two's complement, with the binary point immediately after the mantissa's sign bit.

Instructions. Answer all questions. Marks are shown in brackets []. Show your working — method marks are available.

1 Total: 4 marks

(a) State the formula that gives the value of a floating point number from its mantissa and exponent. [1]

(b) State which part of a floating point number determines its **precision**. [1]

(c) State which part determines its **range**. [1]

(d) State how the position of the binary point in the mantissa is interpreted. [1]

2 Total: 6 marks

Convert each floating point number to denary. Show your working.

(a) Mantissa 0.1100000, exponent 0010. [2]

(b) Mantissa 0.1011000, exponent 0011. [2]

(c) Mantissa 1.0110000, exponent 0010. [2]

3

Total: 6 marks

Convert each denary number to a normalised floating point number. Show your working.

(a) 6.5 [3]

(b) -6.5 [3]

4

Total: 5 marks

(a) Explain the purpose of normalising a floating point number. [2]

(b) The number mantissa 0.0011010, exponent 0100 is **not** normalised. Write it in normalised form. Show your working. [2]

(c) State the effect on the stored number of increasing the number of **mantissa** bits. [1]

5

Total: 6 marks

Two floating point numbers are: A = mantissa 0.1010000 exp 0010, and B = mantissa 0.1100000 exp 0001.

(a) Calculate A + B, giving your answer as a normalised floating point number. Show your working (align exponents, add mantissas, renormalise). [5]

(b) State why the result had to be renormalised. [1]

- (a) Give the most negative number that can be stored with this 8-bit mantissa and 4-bit exponent, as a denary value. Show your working. [2]

- (b) State what is meant by *underflow*. [1]

END OF QUESTIONS