

1. Write a program that can input a float or double number and print out its bit pattern and vice versa (input 32 bits for float or 64 bits for double pattern and output its value). You first need to input a number for transform case .

(10%)1 : float number to bit pattern(float format) .

(10%)2 : float number to bit pattern(double format) .

(10%)3 : bit pattern (float format) to float number .

(10%)4 : bit pattern (double format) to float number .

Note: you should use the technique (an integer pointer to float or double) mentioned in the class:

Note: all right you can get 50 points

Write a program that can input a float or double number and print out its bit pattern and vice versa (input 32 bits for float or 64 bits for double pattern and output its value) like Hw4.

You first need to input a number for transform case .

1 : float number to bit pattern(float format) .

2 : float number to bit pattern(double format) .

3 : bit pattern (float format) to float number .

4 : bit pattern (double format) to float number .

(50%)1. use "union" to implement Hw4.

(50%)2. use "struct" to implement Hw4.

Note:input output format like hw4 just the program data structure is different.