

## AOZ Studio Beta - Bug #156

### 'Dirty' Floating Point Numbers

02/08/2020 06:48 PM - David Baldwin

<b>Status:</b>	Closed	<b>Start date:</b>	02/08/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>			
<b>Affected version:</b>	0.9.4		

#### Description

Floating point numbers are becoming dirty during calculations. Here's a small example which illustrates the problem.

```
D#=0.0
Do
D#=D#+0.01 // D# should at some point become exactly 2.0
If D#=2.0 Then Print "Test OK" : End
If D#>3.0 Then Print "Test Failed" : End // But it doesn't!
Wait Vbl
```

Loop

To view what actually happens to the numbers, run this:-

```
D#=0.0
For X=0 to 88 Step 22
For Y=0 to 30
Locate X,Y : Print D# : D#=D#+0.01
Next Y
Next X
```

#### History

#1 - 03/14/2020 08:41 AM - David Baldwin

- Status changed from New to Closed