1. Record Nr. UNINA990004094330403321

Autore	Carchia, Gianni
Titolo	Retorica del sublime / Gianni Carchia
Pubbl/distr/stampa	Roma : Laterza, 1990 Bari
ISBN	88-420-3521-1
Descrizione fisica	X, 183 p. ; 21 cm
Collana	Biblioteca di cultura moderna ; 979
Disciplina	111
Locazione	FLFBC
Collocazione	P.1 FG 1649 COLL.40 (979 BIS)
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910299233203321

Autore	Kneusel Ronald T
Titolo	Numbers and Computers / / by Ronald T. Kneusel
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
ISBN	3-319-17260-3
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (237 p.)
Disciplina	004 005.1 518 519
Soggetti	Computer arithmetic and logic units Software engineering Computer science - Mathematics Applied mathematics Engineering mathematics Arithmetic and Logic Structures Software Engineering Computational Mathematics and Numerical Analysis Mathematical and Computational Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Number Systems -- Integers -- Floating Point -- Big Integers and Rational Arithmetic -- Fixed-Point Numbers -- Decimal Floating Point -- Interval Arithmetic.
Sommario/riassunto	This is a book about numbers and how those numbers are represented in and operated on by computers. It is crucial that developers understand this area because the numerical operations allowed by computers, and the limitations of those operations, especially in the area of floating point math, affect virtually everything people try to do with computers. This book aims to fill this gap by exploring, in sufficient but not overwhelming detail, just what it is that computers do with numbers. Divided into two parts, the first deals with standard

representations of integers and floating point numbers, while the second details several other number representations. Each chapter ends with exercises to review the key points. Topics covered include interval arithmetic, fixed-point numbers, floating point numbers, big integers and rational arithmetic. This book is for anyone who develops software including software engineerings, scientists, computer science students, engineering students and anyone who programs for fun.