

1. Record Nr.	UNISA990001599600203316
Autore	FRANKLIN, Alfred
Titolo	Dictionnaire des noms, surnoms et pseudonymes latins de l'histoire littéraire du moyen-âge : 1100-1530
Pubbl/distr/stampa	Paris : Firmin-Didot, 1875 Torino : Bottega d'Erasmus, 1961
Descrizione fisica	X, 683 p. ; 24 cm
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Lingua di pubblicazione	Francese
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
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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
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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	<p>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.</p>