

double_t(3type)

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NAME

float_t, *double_t* – most efficient floating types

LIBRARY

Math library (*libm*)

SYNOPSIS

```
#include <math.h>
```

```
typedef /* ... */ float_t;
```

```
typedef /* ... */ double_t;
```

DESCRIPTION

The implementation's most efficient floating types at least as wide as *float* and *double* respectively. Their type depends on the value of the macro **FLT_EVAL_METHOD** (defined in *<float.h>*):

FLT_EVAL_METHOD	<i>float_t</i>	<i>double_t</i>
0	<i>float</i>	<i>double</i>
1	<i>double</i>	<i>double</i>
2	<i>long double</i>	<i>long double</i>

For other values of **FLT_EVAL_METHOD**, the types of *float_t* and *double_t* are implementation-defined.

STANDARDS

C11, POSIX.1-2024.

HISTORY

C99, POSIX.1-2001.

SEE ALSO

float.h(0p), **math.h**(0p)