

# Recitation 8

## Computer Architecture (section 1)

# Rounding Doubles with <math.h>

- No **implicit** or **explicit** casting is allowed.
  - Use these functions:  
<https://en.cppreference.com/w/c/numeric/math>

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int y = 3.14; //implicit casting
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*Don't forget to link the math library with `-lm`*

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# PA3 Help Session

**Live coding session**