Subject: Precision  
Posted by padietl on Mon, 22 Aug 2016 00:29:51 GMT

So integers don't have arbitrary precision in Scam correct? Also, are floating point numbers and integers both 64-bit precision?

Subject: Re: Precision  
Posted by jarobinson3 on Mon, 22 Aug 2016 00:40:17 GMT

All scam primitive data-types use C data-types. Currently integers are int and reals use double.

Subject: Re: Precision  
Posted by padietl on Mon, 22 Aug 2016 00:42:17 GMT

Ah so you guys took the easy way out?  
Did you ever consider implementing it like in Haskell, where there is an Int which is 32 or 64 bits and then Integer, which is arbitrary precision?

Subject: Re: Precision  
Posted by jarobinson3 on Mon, 22 Aug 2016 00:47:23 GMT

Not really. But you could implement your own. I think that was an assignment in a previous semester.