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A/UX 2.0: Bug Report

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```

TOPIC ---

I've found a bug in A/UX 2.0. If you run this small source code:

```
main ()
{
 double somd=0.0;

 somd+=0.04;
 somd+=0.02;
 somd+=0.03;
 somd+=0.01;
 printf ("%.2f\n",somd);
}
```

you will obtain "0.0:" instead of "0.10"

How do I fix this? Is this bug present in A/UX 3.0?

DISCUSSION --

Yes, this bug is reproducible in A/UX 2.0, but not in A/UX 2.0.1 or A/UX
3.0.

We suggest you upgrade to A/UX 2.0.1, and A/UX 3.0 when it becomes
available.
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Keywords: <None>

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