

<code>+ - *</code>	<code>Float -&gt; Float -&gt; Float</code>	Add, subtract, multiply.
<code>/</code>	<code>Float -&gt; Float -&gt; Float</code>	Fractional division.
<code>^</code>	<code>Float -&gt; Int -&gt; Float</code>	Exponentiation $x^n = x^n$ for a natural number $n$ .
<code>**</code>	<code>Float -&gt; Float -&gt; Float</code>	Exponentiation $x**y = x^y$ .
<code>==, /=, &lt;, &gt;, &lt;=, &gt;=</code>	<code>Float -&gt; Float -&gt; Bool</code>	Equality and ordering operations.
<code>abs</code>	<code>Float -&gt; Float</code>	Absolute value.
<code>acos, asin, atan</code>	<code>Float -&gt; Float</code>	The inverse of cosine, sine and tangent.
<code>ceiling</code>	<code>Float -&gt; Int</code>	Convert a fraction to an integer by rounding up, down, or to the closest integer.
<code>floor</code>		
<code>round</code>		
<code>cos, sin, tan</code>	<code>Float -&gt; Float</code>	Cosine, sine and tangent.
<code>exp</code>	<code>Float -&gt; Float</code>	Powers of $e$ .
<code>fromInt</code>	<code>Int -&gt; Float</code>	Convert an <code>Int</code> to a <code>Float</code> (Haskell).
<code>fromInteger</code>	<code>Int -&gt; Float</code>	Convert an <code>Int</code> to a <code>Float</code> (Gofer).
<code>log</code>	<code>Float -&gt; Float</code>	Logarithm to base $e$ .
<code>logBase</code>	<code>Float -&gt; Float -&gt; Float</code>	Logarithm to arbitrary base, provided as first argument.
<code>negate</code>	<code>Float -&gt; Float</code>	Change the sign of a number.
<code>read</code>	<code>String -&gt; Float</code>	Converts a string representing a <code>Float</code> to its value.
<code>pi</code>	<code>Float</code>	The constant $\pi$ .
<code>show</code>	<code>Float -&gt; String</code>	Convert a number to a string.
<code>signum</code>	<code>Float -&gt; Int</code>	1, 0 or -1 according to whether the argument is positive, zero or negative.
<code>sqrt</code>	<code>Float -&gt; Float</code>	(Positive) square root.

Figure 2.1 Floating point operations and functions.

Haskell provides a range of operators and functions over `Float` in the standard prelude. The table in Figure 2.1 gives their name, type and a brief description of their behaviour. Included are the

- standard mathematical operations: square root, exponential, logarithm and trigonometric functions;