

2(a)	One mark per mark point (Max 3) MP1 the precision of the number stored in the mantissa will be reduced MP2 the number of bits available for the exponent will increase to 6 MP3 ... this will increase the range of numbers that can be stored.
2(b)	One mark per mark point (Max 3) MP1 a process involving a calculation / the multiplication of two large numbers could take place MP2 the result might be outside of the range of values possible to store in the given system MP3 ... leading to the most significant bits of the mantissa/exponent being lost (which is an overflow).