

JAVA.LANG.MATH.ACOS METHOD

http://www.tutorialspoint.com/java/lang/math_acos.htm

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Description

The **java.lang.Math.acos** returns the arc cosine of an angle, in the range of 0.0 through pi. If the argument is NaN or its absolute value is greater than 1, then the result is NaN. A result must be within 1 ulp of the correctly rounded result. Results must be semi-monotonic.

Declaration

Following is the declaration for **java.lang.Math.acos** method

```
public static double acos(double a)
```

Parameters

- **a** -- the value whose arc cosine is to be returned.

Return Value

This method returns the arc cosine of the argument.

Exception

- **NA**

Example

The following example shows the usage of lang.Math.acos method.

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

    public static void main(String[] args) {

        // get a variable x which is equal to PI/2
        double x = Math.PI / 2;

        // convert x to radians
        x = Math.toRadians(x);

        // get the arc cosine of x
        System.out.println("Math.acos(" + x + ")=" + Math.acos(x));
    }
}
```

Let us compile and run the above program, this will produce the following result:

```
Math.acos(0.027415567780803774)=1.5433773235341761
```

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