

JAVA.LANG.MATH.CBRT METHOD

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

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Description

The **java.lang.Math.cbrt** *double* *a* returns the cube root of a double value. For positive finite *x*, $\text{cbrt}(-x) == -\text{cbrt}(x)$; that is, the cube root of a negative value is the negative of the cube root of that value's magnitude. Special cases:

- If the argument is NaN, then the result is NaN.
- If the argument is infinite, then the result is an infinity with the same sign as the argument.
- If the argument is zero, then the result is a zero with the same sign as the argument.

The computed result must be within 1 ulp of the exact result.

Declaration

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

```
public static double cbrt(double a)
```

Parameters

- **a** -- a value.

Return Value

This method returns the cube root of *a*.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

    public static void main(String[] args) {

        // get two double numbers
        double x = 125;
        double y = 10;

        // print the cube roots of three numbers
        System.out.println("Math.cbrt(" + x + ")=" + Math.cbrt(x));
        System.out.println("Math.cbrt(" + y + ")=" + Math.cbrt(y));
        System.out.println("Math.cbrt(-27)=" + Math.cbrt(-27));

    }
}
```

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

```
Math.cbrt(125)=5.0
Math.cbrt(10)=2.154434690031884
```

$\text{Math.cbrt}(-27)=-3.0$

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