

JAVA.LANG.MATH.CEIL METHOD

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

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Description

The **java.lang.Math.ceil** method returns the smallest *closest to negative infinity* double value that is greater than or equal to the argument and is equal to a mathematical integer. Special cases:

- If the argument value is already equal to a mathematical integer, then the result is the same as the argument.
- If the argument is NaN or an infinity or positive zero or negative zero, then the result is the same as the argument.
- If the argument value is less than zero but greater than -1.0, then the result is negative zero.

Note that the value of `Math.ceilx` is exactly the value of `-Math.floor-x`.

Declaration

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

```
public static double ceil(double a)
```

Parameters

- **a** -- a value.

Return Value

This method returns the smallest *closest to negative infinity* floating-point value that is greater than or equal to the argument and is equal to a mathematical integer.

Exception

- **NA**

Example

The following example shows the usage of `lang.Math.ceil` method.

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

    public static void main(String[] args) {

        // get two double numbers
        double x = 125.9;
        double y = 0.4873;

        // call ceil for these numbers
        System.out.println("Math.ceil(" + x + ")=" + Math.ceil(x));
        System.out.println("Math.ceil(" + y + ")=" + Math.ceil(y));
        System.out.println("Math.ceil(-0.65)=" + Math.ceil(-0.65));

    }
}
```

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

```
Math.ceil(125.9)=126.0  
Math.ceil(0.4873)=1.0  
Math.ceil(-0.65)=-0.0
```

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