JAVA.LANG.MATH.COS METHOD

Description

The **java.lang.Math.cos*doublea*** returns the trigonometric cosine of an angle.If the argument is NaN or an infinity, then the result is NaN.The computed result must be within 1 ulp of the exact result. Results must be semi-monotonic.

Declaration

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

```
public static double cos(double a)
```

Parameters

- **a** -- an angle, in radians

Return Value

This method returns the cosine of the argument.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

   public static void main(String[] args) {

   // get two double numbers
   double x = 45.0;
   double y = 180.0;

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

   // print their cosine
   System.out.println("Math.cos(" + x + ")=" + Math.cos(x));
   System.out.println("Math.cos(" + y + ")=" + Math.cos(y));
   }
}
```

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

```
Math.cos(0.7853981633974483)=0.7071067811865476
Math.cos(3.141592653589793)=-1.0
```