

JAVA.LANG.MATH.FLOOR METHOD

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

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Description

The **java.lang.Math.floor** returns the largest *closest to positive infinity* double value that is less 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.

Declaration

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

```
public static double floor(double a)
```

Parameters

- **a** -- a value.

Return Value

This method returns the largest *closest to positive infinity* floating-point value that less 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.floor method.

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

    public static void main(String[] args) {

        // get two double numbers
        double x = 60984.1;
        double y = -497.99;

        // call floor and print the result
        System.out.println("Math.floor(" + x + ")=" + Math.floor(x));
        System.out.println("Math.floor(" + y + ")=" + Math.floor(y));
        System.out.println("Math.floor(0)=" + Math.floor(0));
    }
}
```

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

```
Math.floor(60984.1)=60984.0
Math.floor(-497.99)=-498.0
Math.floor(0)=0.0
```

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