JAVA.LANG.MATH.ROUND METHOD

Description

The **java.lang.Math.round*doublea*** returns the closest long to the argument. The result is rounded to an integer by adding 1/2, taking the floor of the result, and casting the result to type long. Special cases:

- If the argument is NaN, the result is 0.
- If the argument is negative infinity or any value less than or equal to the value of Long.MIN_VALUE, the result is equal to the value of Long.MIN_VALUE.
- If the argument is positive infinity or any value greater than or equal to the value of Long.MAX_VALUE, the result is equal to the value of Long.MAX_VALUE.

Declaration

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

```
public static long round(double a)
```

Parameters

- **a** -- a floating-point value to be rounded to a long.

Return Value

This method returns the value of the argument rounded to the nearest long value.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

   public static void main(String[] args) {

   // get two double numbers
   double x = 1654.9874;
   double y = -9765.134;

   // find the closest long for these doubles
   System.out.println("Math.round(" + x + ")=" + Math.round(x));
   System.out.println("Math.round(" + y + ")=" + Math.round(y));
   }
}
```

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

```
Math.round(1654.9874)=1655
Math.round(-9765.134)=-9765
```