

# JAVA.LANG.MATH.ROUND METHOD

[http://www.tutorialspoint.com/java/lang/math\\_round\\_float.htm](http://www.tutorialspoint.com/java/lang/math_round_float.htm)

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## Description

The **java.lang.Math.round***float**a* returns the closest int 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 int. 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 Integer.MIN\_VALUE, the result is equal to the value of Integer.MIN\_VALUE.
- If the argument is positive infinity or any value greater than or equal to the value of Integer.MAX\_VALUE, the result is equal to the value of Integer.MAX\_VALUE.

## Declaration

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

```
public static int round(float a)
```

## Parameters

- **a** -- a floating-point value to be rounded to an integer.

## Return Value

This method returns the value of the argument rounded to the nearest int 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 float numbers
        float x = 1654.9874f;
        float y = -9765.134f;

        // find the closest int for these floats
        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(1654.9874f)=1655
Math.round(-9765.134f)=-9765
```

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