

JAVA.LANG.STRICTMATH.COS METHOD

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

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Description

The **java.lang.StrictMath.cos** method returns the trigonometric cosine of an angle. It includes:
If the argument is NaN or an infinity, then the result is NaN.

Declaration

Following is the declaration for **java.lang.StrictMath.cos** method

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

Parameters

- **a** -- This is angle, in radians.

Return Value

This method returns the cosine of the argument.

Exception

- **NA**

Example

The following example shows the usage of java.lang.StrictMath.cos method.

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = (60*(Math.PI))/180 , d2 = 0.0, d3 = (1.0/0.0) ;

        // returns the trigonometric cosine of specified angle in radian
        double cosValue = StrictMath.cos(d1);
        System.out.println("Trigonometric cosine of d1 = " + cosValue);

        cosValue = StrictMath.cos(d2);
        System.out.println("Trigonometric cosine of d2 = " + cosValue);

        cosValue = StrictMath.cos(d3);
        System.out.println("Trigonometric cosine of d3 = " + cosValue);

    }
}
```

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

```
Trigonometric cosine of d1 = 0.5000000000000001
Trigonometric cosine of d2 = 1.0
Trigonometric cosine of d3 = NaN
```

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