

JAVA.LANG.STRICTMATH.FLOOR METHOD

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

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Description

The **java.lang.StrictMath.floor** method returns the largest *closesttopositiveinfinity* double value that is less than or equal to the argument and is equal to a mathematical integer. It include some 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.StrictMath.floor** method

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

Parameters

- **a** -- This is the value.

Return Value

This method returns the largest *closesttopositiveinfinity* 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 java.lang.StrictMath.floor method.

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = 5.3 , d2 = 7.8, d3 = 1.5;

        // returns the largest double value, less than or equal to argument
        double floorValue = StrictMath.floor(d1);
        System.out.println("Floor value of " + d1 + " = " + floorValue);

        floorValue = StrictMath.floor(d2);
        System.out.println("Floor value of " + d2 + " = " + floorValue);

        floorValue = StrictMath.floor(d3);
        System.out.println("Floor value of " + d3 + " = " + floorValue);
    }
}
```

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

```
Floor value of 5.3 = 5.0
```

Floor value of 7.8 = 7.0

Floor value of 1.5 = 1.0

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