

JAVA.LANG.STRICTMATH.MIN METHOD

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

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Description

The **java.lang.StrictMath.min**(*inta*, *intb*) method returns the smaller of two int values. That is, the result is the argument closer to the value of Integer.MIN_VALUE. If the arguments have the same value, the result is that same value.

Declaration

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

```
public static int min(int a, int b)
```

Parameters

- **a** -- This is the int value.
- **b** -- This is another int value.

Return Value

This method returns the smaller of a and b.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        int i1 = 10 , i2 = 80, i3 = -95;

        // both positive values
        double minValue = StrictMath.min(i1, i2);
        System.out.println("StrictMath.min(10, 80) : " + minValue);

        // one positive and one negative value
        minValue = StrictMath.min(i1, i3);
        System.out.println("StrictMath.min(10, -95) : " + minValue);
    }
}
```

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

```
StrictMath.min(10, 80) : 10.0
StrictMath.min(10, -95) : -95.0
```

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