

JAVA.LANG.STRICTMATH.RINT METHOD

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

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Description

The **java.lang.StrictMath rint** method returns the double value that is closest in value to the argument and is equal to a mathematical integer. If two double values that are mathematical integers are equally close to the value of the argument, the result is the integer value that is even. It includes these 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.rint** method

```
public static double rint(double a)
```

Parameters

- **a** -- This is the value to be used.

Return Value

This method returns the closest floating-point value to **a** that is equal to a mathematical integer.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = 6.1 , d2 = 57.5 , d3 = 9.7;

        /* returns the double value that is close to the argument
        and is equal to a mathematical integer. */

        double rintValue = StrictMath.rint(d1);
        System.out.println("integer value closest to " + d1 + " = " + rintValue);

        rintValue = StrictMath.rint(d2);
        System.out.println("integer value closest to " + d2 + " = " + rintValue);

        rintValue = StrictMath.rint(d3);
        System.out.println("integer value closest to " + d3 + " = " + rintValue);

    }
}
```

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

integer value closest to $6.1 = 6.0$
integer value closest to $57.5 = 58.0$
integer value closest to $9.7 = 10.0$

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