

JAVA.LANG.STRICTMATH.ROUND METHOD

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

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Description

The **java.lang.StrictMath.round** method 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. It includes these 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.StrictMath.round** method

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

Parameters

- **a** -- This is the 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 java.lang.StrictMath.round method.

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        float f1 = 98.22f , f2 = 23.44f;

        // returns the closest int to the argument
        int roundValue = StrictMath.round(f1);
        System.out.println("closest int value to " + f1 + " = " + roundValue);

        roundValue = StrictMath.round(f2);
        System.out.println("closest int value to " + f2 + " = " + roundValue);
    }
}
```

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

```
closest int value to 98.22 = 98
closest int value to 23.44 = 23
```

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