

JAVA.LANG.STRICTMATH.SIN METHOD

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

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Description

The **java.lang.StrictMath.sin** method returns the trigonometric sine of an angle. It includes these cases:

- If the argument is NaN or an infinity, then the result is NaN.
- If the argument is zero, then the result is a zero with the same sign as the argument.

Declaration

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

```
public static double sin(double a)
```

Parameters

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

Return Value

This method returns the sine of the argument.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = (90*Math.PI)/180 , d2 = 0.0, d3 = (1.0/0.0) ;

        // returns the trigonometric sine of an angle
        double sinValue = StrictMath.sin(d1);
        System.out.println("Trigonometric sine of d1 = " + sinValue);

        sinValue = StrictMath.sin(d2);
        System.out.println("Trigonometric sine of d2 = " + sinValue);

        sinValue = StrictMath.sin(d3);
        System.out.println("Trigonometric sine of d3 = " + sinValue);
    }
}
```

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

```
Trigonometric sine of d1 = 1.0
Trigonometric sine of d2 = 0.0
Trigonometric sine of d3 = NaN
```

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