

JAVA.MATH.BIGDECIMAL.ADD METHOD

http://www.tutorialspoint.com/java/math/bigdecimal_add_augend_mc.htm

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Description

The **java.math.BigDecimal.add(BigDecimal augend, MathContext mc)** returns a BigDecimal whose value is *this* + *augend*, with rounding according to the MathContext settings. If either number is zero and the precision setting is nonzero then the other number, rounded if necessary, is used as the result.

Declaration

Following is the declaration for **java.math.BigDecimal.add** method

```
public BigDecimal add(BigDecimal augend, MathContext mc)
```

Parameters

- **augend** - value to be added to this BigDecimal
- **mc** - the context to use

Return Value

This method returns a BigDecimal object whose value is *this* + *augend*, rounded as necessary

Exception

- **ArithmeticException** - if the result is inexact but the rounding mode is UNNECESSARY.

Example

The following example shows the usage of math.BigDecimal.add method.

```
package com.tutorialspoint;

import java.math.*;

public class BigDecimalDemo {

    public static void main(String[] args) {

        // create 3 BigDecimal objects
        BigDecimal bg1, bg2, bg3, bg4;

        // assign value to bg1 and bg2
        bg1 = new BigDecimal("40.732");
        bg2 = new BigDecimal("30.12");

        // print bg1 and bg2 value
        System.out.println("Object Value is " + bg1);
        System.out.println("Augend value is " + bg2);

        // create MathContext object with 4 precision
        MathContext mc = new MathContext(4);

        // perform add operation on bg1 with augend bg2 and context mc
        bg3=bg1.add(bg2, mc);

        // print bg3 value with
        System.out.println("Result is " + bg3);
    }
}
```

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

```
Object Value is 40.732  
Augend value is 30.12  
Result is 70.85
```

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