

# JAVA.MATH.BIGDECIMAL.MOVEPOINTRIGHT METHOD

[http://www.tutorialspoint.com/java/math/bigdecimal\\_movepointright.htm](http://www.tutorialspoint.com/java/math/bigdecimal_movepointright.htm)

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## Description

The **java.math.BigDecimal.movePointRight***int**n* returns a BigDecimal which is equivalent to this one with the decimal point moved *n* places to the right. If *n* is non-negative, the call merely subtracts *n* from the scale. If *n* is negative, the call is equivalent to **movePointLeft**−*n*.

The BigDecimal returned by this call has value (this × 10<sup>*n*</sup>) and scale *max*this. *scale*(−*n*, 0).

## Declaration

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

```
public BigDecimal movePointRight(int n)
```

## Parameters

- **n** - number of places to move the decimal point to the right

## Return Value

This method returns a BigDecimal which is equivalent to this one with the decimal point moved *n* places to the right

## Exception

- **ArithmeticException** - if scale overflows

## Example

The following example shows the usage of **math.BigDecimal.movePointRight** method

```
package com.tutorialspoint;

import java.math.*;

public class BigDecimalDemo {

    public static void main(String[] args) {

        // create 4 BigDecimal objects
        BigDecimal bg1, bg2, bg3, bg4;

        bg1 = new BigDecimal("123.23");
        bg2 = new BigDecimal("12323");

        bg3 = bg1.movePointRight(3); // 3 places right
        bg4 = bg2.movePointRight(-2); // 2 places left

        String str1 = "After moving the Decimal point " + bg1 + " is " + bg3;
        String str2 = "After moving the Decimal point " + bg2 + " is " + bg4;

        // print bg3, bg4 values
        System.out.println( str1 );
        System.out.println( str2 );

    }
}
```

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

```
After moving the Decimal point 123.23 is 123230
```

After moving the Decimal point 12323 is 123.23

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