

**NAME**

**round**, **roundf**, **roundl** - round to nearest integral value

**LIBRARY**

Math Library (libm, -lm)

**SYNOPSIS**

**#include <math.h>**

*double*

**round**(*double x*);

*float*

**roundf**(*float x*);

*long double*

**roundl**(*long double x*);

**DESCRIPTION**

The **round**(), **roundf**(), and **roundl**() functions return the nearest integral value to *x*; if *x* lies halfway between two integral values, then these functions return the integral value with the larger absolute value (i.e., they round away from zero).

**SEE ALSO**

ceil(3), floor(3), ieee(3), lrint(3), lround(3), math(3), rint(3), trunc(3)

**STANDARDS**

These functions conform to ISO/IEC 9899:1999 ("ISO C99").

**HISTORY**

The **round**() and **roundf**() functions appeared in FreeBSD 5.3. The **roundl**() function appeared in FreeBSD 6.0.