

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.