



Rocky Enterprise Linux 9.2 Manual Pages on command 'sincos.3'

C:~>man sincos.3

SINCOS(3) Linux Programmer's Manual SINCOS(3)

NAME

sincos, sincosf, sincosl - calculate sin and cos simultaneously

SYNOPSIS

```
#define _GNU_SOURCE        /* See feature_test_macros(7) */
#include <math.h>

void sincos(double x, double *sin, double *cos);
void sincosf(float x, float *sin, float *cos);
void sincosl(long double x, long double *sin, long double *cos);
```

Link with -lm.

DESCRIPTION

Several applications need sine and cosine of the same angle x . These functions compute both at the same time, and store the results in $*sin$ and $*cos$. Using this function can be more efficient than two separate calls to $\sin(3)$ and $\cos(3)$.

If x is a NaN, a NaN is returned in $*sin$ and $*cos$.

If x is positive infinity or negative infinity, a domain error occurs, and a NaN is returned in $*sin$ and $*cos$.

RETURN VALUE

These functions return void.

ERRORS

See [math_error\(7\)](#) for information on how to determine whether an error has occurred when calling these functions.

The following errors can occur:

Domain error: x is an infinity

An invalid floating-point exception (FE_INVALID) is raised.

These functions do not set errno.

VERSIONS

These functions first appeared in glibc in version 2.1.

ATTRIBUTES

For an explanation of the terms used in this section, see attributes(7).

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?Interface ? Attribute ? Value ?

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?sincos(), sincosf(), sincosl() ? Thread safety ? MT-Safe ?

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CONFORMING TO

These functions are GNU extensions.

NOTES

To see the performance advantage of sincos(), it may be necessary to disable gcc(1)

built-in optimizations, using flags such as:

```
cc -O -lm -fno-builtin prog.c
```

SEE ALSO

cos(3), sin(3), tan(3)

COLOPHON

This page is part of release 5.05 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.