



Linux Ubuntu 26.04 Manual Pages on command 'rintl.3'

\$ man rintl.3

rint(3) Library Functions Manual rint(3)

NAME

nearbyint, nearbyintf, nearbyintl, rint, rintf, rintl - round to nearest integer

LIBRARY

Math library (libm, -lm)

SYNOPSIS

```
#include <math.h>

double nearbyint(double x);

float nearbyintf(float x);

long double nearbyintl(long double x);

double rint(double x);

float rintf(float x);

long double rintl(long double x);
```

Feature Test Macro Requirements for glibc (see feature_test_macros(7)):

nearbyint(), nearbyintf(), nearbyintl():

```
_POSIX_C_SOURCE >= 200112L || _ISOC99_SOURCE

rint():

_ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L

|| _XOPEN_SOURCE >= 500

|| /* Since glibc 2.19: */ _DEFAULT_SOURCE

|| /* glibc <= 2.19: */ _BSD_SOURCE || _SVID_SOURCE
```

rintf(), rintl():

```
_ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L
```

DESCRIPTION

RETURN VALUE

ERRORS

ATTRIBUTES

STANDARDS

HISTORY

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bit is 24 (respectively, 53).) This was removed in POSIX.1-2008.

If you want to store the rounded value in an integer type, you probably want to use one of the functions described in `lrint(3)` instead.

SEE ALSO

`ceil(3)`, `floor(3)`, `lrint(3)`, `round(3)`, `trunc(3)`

Linux man-pages 6.17

2026-02-08

`rint(3)`