

# C++ Math cos()

The function is used to find the cosine of an angle expressed in terms of radian.

## Syntax

Consider a radian 'x'. Syntax would be:

```
float cos(float x);  
float cos(double x);  
float cos(long double x);  
double cos(integral x);
```

Note: If the value passed is an integer type, then it is cast to double.

## Parameter

**x:** Value specified in terms of radian.

## Return value

It returns the cosine of an angle in the range of  $[-1,1]$ .

## Example 1

Let's see a simple example when the value of x is positive.

```
#include <iostream>
```

```
using namespace std;
```

↑ SCROLL TO TOP

```
cout << cos(x) << endl;
```

```
int main()
{
    double degree=60;
    double d=60*3.14/180;
    cout<<"Cosine of an angle is : "<<cos(d);
    return 0;
}
```

**Output:**

```
Cosine of an angle is : 0.50046
```

In this example, cos() function calculates the cosine of an angle when the degree is equal to 60.

## Example 2

Let's see a simple example when the value of x is negative.

```
#include <iostream>
#include<math.h>
using namespace std;
int main()
{
    double degree= -90;
    double radian=degree*3.14/180;
    cout<<"Cosine of an angle is : "<<cos(radian);
    return 0;
}
```

**Output:**

```
Cosine of an angle is :0.000796327
```

In this example, cos() function finds the cosine of an angle when the value is negative but it remains the same as  $\cos(-x) = \cos(x)$ .