***strictfp keyword***

The strictfp keyword ensures that we will get the same result on every platform if we perform operations in the floating-point variable.

The precision may differ from platform to platform that is why java programming language has provided the strictfp keyword, so that you get same result on every platform.

So, now you have better control over the floating-point arithmetic.

🡪The **strictfp** keyword is used to force the precision of floating point calculations (float or double) in Java conform to [IEEE’s 754 standard](http://ieeexplore.ieee.org/xpl/mostRecentIssue.jsp?punumber=2355), explicitly.

Without using **strictfp** keyword, the floating point precision depends on target platform’s hardware, i.e.

CPU’s floating point processing capability. In other words, using **strictfp** ensures result of floating point computations is always same on all platforms.

🡪The **strictfp** keyword can be applied for classes, interfaces and methods.

**Rules**

**strictfp** cannot be applied for constructors.

If an interface or class is declared with **strictfp**, then all methods and nested types within that interface or class are implicitly **strictfp**.

**strictfp** cannot be applied for interface methods.

***strictfp class StrictFPClass***

***{***

***double num1 = 10e+102;***

***double num2 = 6e+08;***

***public double calculate()***

***{***

***return num1 + num2;***

***}***

***public static void main(String[] args)***

***{***

***StrictFPClass c = new StrictFPClass();***

***double d = c.calculate();***

***System.out.println("d-->"+d);***

***}***

***}***

***Output:- d-->1.0E103***

**strictfp interface StrictFPInterface**

**{**

**double calculate();**

**//strictfp double compute(); cte**

**}**

**public class StrictFPMethod**

**{**

**public static void main(String[] args)**

**{**

**double d1 = *computeTotal*(56.369, 98.3265);**

**System.*out*.println("d1-->"+d1);**

**}**

**strictfp static double computeTotal(double x, double y)**

**{**

**return x + y;**

**}**

**}**

**Output:- d1-->154.69549999999998**