

round()

Calculates the integer closest to a number.

For example, `round(133.8)` returns the value 134.

The second parameter, `decimals`, is optional. It sets the number of decimal places to use when rounding. For example, `round(12.34, 1)` returns 12.3. `decimals` is 0 by default.

Examples



```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Round a number.
  let x = round(4.2);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display the rounded number.
  text(x, 50, 50);

  describe('The number 4 written in middle of the canvas.');
}
```

```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Round a number to 2 decimal places.
  let x = round(12.782383, 2);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display the rounded number.
  text(x, 50, 50);

  describe('The number 12.78 written in middle of canvas.');
}
```

Syntax

```
round(n, [decimals])
```

Parameters

`n` Number: number to round.
`decimals` Number: number of decimal places to round to, default is 0.

Returns

Integer: rounded number.

This page is generated from the comments in [src/math/calculation.js](#). Please feel free to edit it and submit a pull request!

Related References

[abs](#)
 Calculates the absolute value of a number.

[ceil](#)
 Calculates the closest integer value that is greater than or equal to a number.

[constrain](#)
 Constrains a number between a minimum and maximum value.

[dist](#)
 Calculates the distance between two points.

