acos()

Calculates the arc cosine of a number.

`acos()` is the inverse of cos(). It expects arguments in the range -1 to 1. By default, `acos()` returns values in the range 0 to π (about 3.14). If the angleMode() is `DEGREES`, then values are returned in the range 0 to 180.

Examples


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

  background(200);

  // Calculate cos() and acos() values.
  let a = PI;
  let c = cos(a);
  let ac = acos(c);

  // Display the values.
  text(`${round(a, 3)}`, 35, 25);
  text(`${round(c, 3)}`, 35, 50);
  text(`${round(ac, 3)}`, 35, 75);

  describe('The numbers 3.142, -1, and 3.142 written on separate rows.');
}
```

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

  background(200);

  // Calculate cos() and acos() values.
  let a = PI + QUARTER_PI;
  let c = cos(a);
  let ac = acos(c);

  // Display the values.
  text(`${round(a, 3)}`, 35, 25);
  text(`${round(c, 3)}`, 35, 50);
  text(`${round(ac, 3)}`, 35, 75);

  describe('The numbers 3.927, -0.707, and 2.356 written on separate rows.');
}
```

Syntax

```
acos(value)
```

Parameters

value	Number: value whose arc cosine is to be returned.

Returns

Number: arc cosine of the given value.

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Related References

acos
Calculates the arc cosine of a number.

angleMode
Changes the unit system used to measure angles.

asin
Calculates the arc sine of a number.

atan
Calculates the arc tangent of a number.