```
class Math {
   public static double floor(double a) {
     return StrictMath.floor(a);
class StrictMath {
       public static double floor(double a) {
           return floorOrCeil(a, -1.0, 0.0, -1.0);
       private static double floorOrCeil(double a,
                                          double negativeBoundary,
                                          double positiveBoundary,
                                          double sign) { ... }
```