

Float sum with javascript [duplicate]



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**Possible Duplicate:**[Is JavaScript's Math broken?](#)

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I'm calculating the sum of several float values using javascript and... I've noticed a strange thing never seen before. Executing this code:

```
parseFloat('2.3') + parseFloat('2.4')
```

I obtain **4.699999999999999**

So... what could I do to obtain a correct value? (supposed that this is incorrect...)

javascript

math

floating-point

edited May 23 '17 at 12:02



Community ♦

1 1

asked Sep 20 '12 at 10:47



davioooh

11k 26 104 205

marked as duplicate by [Denys Séguet](#), [Mark Dickinson](#), [Bergi](#), [Daniel Fischer](#), [Phil H](#) Sep 20 '12 at 13:54

This question has been asked before and already has an answer. If those answers do not fully address your question, please [ask a new question](#).

I am not saying this will help with this question. But I always like to point out [this article](#) in times like this – [musefan](#) Sep 20 '12 at 10:50

- 2 Why did you think floating-point arithmetic was exact? Seriously, questions about floating-point inexactness are posted extraordinarily frequently, and we ought to figure out the reasons and do something about it. So, did somebody tell you floating-point arithmetic was exact? Did you just assume? Do you know why you assumed that? If you think about it, how would you implement floating-point arithmetic? Would it be exact if you implemented it? How? – [Eric Postpischil](#) Sep 20 '12 at 12:16

While searching for this, I do not see how this question is duplicate - the problem is not solved on the question marked as duplicate, and still, in the whole SO, I have not found a proper solution for the same problem. – [Malavos](#) Sep 4 '15 at 17:33

2 Answers



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Once you read what [What Every Computer Scientist Should Know About Floating-Point Arithmetic](#) you could use the `.toFixed()` function:

```
var result = parseFloat('2.3') + parseFloat('2.4');  
alert(result.toFixed(2));
```

answered Sep 20 '12 at 10:50

**Darin Dimitrov****865k** 231 3053
2774

thank you Darin – [davi00oh](#) Sep 20 '12 at 13:55

such a blessing. +1 – [Vainglory07](#) Nov 23 '16 at 5:52

3 Simply use `parseFloat((2.3 + 2.4).toFixed(10))` [Here](#) is the explanation – [Mohammad Im71](#) Aug 7 '18 at 9:36



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```
(parseFloat('2.3') + parseFloat('2.4')).toFixed(1);
```

its going to give you solution i suppose

answered Sep 20 '12 at 10:58

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Srivastava****1,184** 8 27

