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trigonometry - How to use the PI constant in C++ - Stack Overflow

https://stackoverflow.com/questions/1727881/how-to-use-the-pi-constant-in-c

▼

Nov 13, 2009 - On some (especially older) platforms (see the comments below) you might need to `#define _USE_MATH_DEFINES`. and then include the necessary header file: `#include <math.h>`. and the value of `pi` can be accessed via: `M_PI`. In my `math.h` (2014) it is defined as: `# define M_PI 3.14159265358979323846 ...`

c++ - Best platform independent pi constant?

18 Feb 2014

c++ - Why is there no definition of the constant pi in the C++11 ...

21 Aug 2013

c++ - Defining a constant variable pi in a library

17 Apr 2012

c++ - M\_PI works with math.h but not with cmath in Visual Studio ...

3 Jul 2011

More results from stackoverflow.com

value of pi - C++ Forum - Cplusplus.com

www.cplusplus.com > Forum > Beginners

▼

Oct 30, 2012 - 7 posts - 6 authors

This works in any programming language and gives `PI` to the precision of the particular machine. The main drawback is that the result is assigned to a variable, not a `const`. Mostly I tend to hard-code it as a `const` as recommended above, using a value such as `3.14159265358979323846264338328`, or one ...

Calculating Pi

5 posts

30 Sep 2013

M\_PI is undefined

5 posts

26 Jun 2013

definition of constants that i want to use in the programs ...

8 posts

14 Jun 2011

PI - Constant

4 posts

13 Aug 2009

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Mathematical Constants in C++ | QuantStart

https://www.quantstart.com/articles/Mathematical-Constants-in-C

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A little-known feature of C++ is that the `cmath` library actually provides many mathematical constants that you can make use of in your quantitative finance programs. ... `#define _USE_MATH_DEFINES`  
`#include <cmath> #include <iostream> int main() { std::cout << M_PI << " " << M_E ...`

People also ask

What is the use of Setprecision in C++?

What is Pi in C++?

What is POW in C++?

Feedback

Math Constants - MSDN - Microsoft

https://msdn.microsoft.com/en-us/library/4hwaceh6.aspx

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Symbol, Expression, Value. `M_E`, `e`, 2.71828182845904523536. `M_LOG2E`, `log2(e)`, 1.44269504088896340736. `M_LOG10E`, `log10(e)`, 0.434294481903251827651. `M_LN2`, `ln(2)`, 0.693147180559945309417. `M_LN10`, `ln(10)`, 2.30258509299404568402. `M_PI`, `pi`, 3.14159265358979323846. `M_PI_2`, `pi/2` ...

C++ & π - Meeting C++

https://meetingcpp.com/blog/items/cpp-and-pi.html

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Jul 26, 2013 - I do not often have to deal with mathematical C++ code, so using `pi` in my code is rare. But I wanted to replace `#define PI 3.14` with something more useful. I discovered several ways of dealing with `pi`, which I'd like to compare now. First, and most obvious, one could refactor the code to be a `const` variable:

Standard PI constant - C Board - Cprogramming.com

https://cboard.cprogramming.com > General Programming Boards > C++ Programming

▼

Sep 20, 2004 - After googling for a while, I found this: However, it should be noted that the math constants are actually not part of the C++ standard. A standard's.

Using Pi With Header File Cmath? - C And C++ | Dream.In.Code

www.dreamincode.net > Dream.In.Code > Programming Help > C and C++

▼

Mar 11, 2011 - 3 posts - 2 authors

I an working on a code to calculate different types of mathmatecal equations and I am a little confused about using `pi` from the header file `cmath` in c++. I'm trying to calculate the volume of a sphere given the radius. I have the code written out to where I think it should work but as far as what to use for `pi` I'm ...

std::sin - cppreference.com

en.cppreference.com/w/cpp/numeric/math/sin

▼

Oct 28, 2017 - The case where the argument is infinite is not specified to be a domain error in C (to which C++ defers), but it is defined as a domain error in POSIX ... `#include <iostream> #include`

```
<cmath> #include <cerrno> #include <cfenv> #pragma STDC FENV_ACCESS ON const double pi =  
std::acos(-1); int main() ...
```

The GNU C Library: Mathematical Constants - GNU.org

[www.gnu.org/s/libc/manual/html\\_node/Mathematical-Constants.html](http://www.gnu.org/s/libc/manual/html_node/Mathematical-Constants.html) ▼

Pi divided by two. M\_PI\_4. Pi divided by four. M\_1\_PI. The reciprocal of pi (1/pi). M\_2\_PI. Two times the reciprocal of pi. M\_2\_SQRTPI. Two times the reciprocal of the square root of pi. M\_SQRT2. The square root of two. M\_SQRT1\_2. The reciprocal of the square root of two (also the square root of 1/2). These constants come ...

Numeric Constants - 1.46.0 - Boost C++ Libraries

[www.boost.org/doc/libs/1\\_46\\_0/libs/math/doc/sf\\_and\\_dist/.../constants.html](http://www.boost.org/doc/libs/1_46_0/libs/math/doc/sf_and_dist/.../constants.html) ▼

namespace boost{ namespace math{ namespace constants{ template <class T> T pi(); template <class T> T root\_pi(); template <class T> T root\_half\_pi(); template <class T> T root\_two\_pi(); template <class T> T root\_in\_four(); template <class T> T e(); template <class T> T half(); template <class T> T euler(); template <class ...

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