```
class Math {
   public static double floor(double a) { parity?
return StrictMath.floor(a); > ps(sm. | Boor, Parity)?
}
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) { ... }
```