**package** project2;

**import** java.math.\*;

**public** **class** ApproximatingPi {

**public** **static** **void** main(String[] args) {

**double** pi;

pi = 4 \* (1.0 - 1.0 / 3 + 1.0 / 5 - 1.0 / 7 + 1.0 / 9 - 1.0 / 11 + 1.0 / 13);

System.*out*.println("pi=" + pi);

}

}

pi=3.2837384837384844