

C# Math.IEEERemainder() – Syntax & Examples

C# Math.IEEERemainder() – Examples

In this tutorial, we will learn about the C# Math.IEEERemainder() method, and learn how to use this method to find remainder of x when divided by y, with the help of examples.

IEEERemainder(Double, Double)

Math.IEEERemainder(x, y) returns the remainder resulting from the division of `x` by `y`.

If `x/y` falls halfway between two integers, the even integer is returned).

Syntax

The syntax of IEEERemainder() method is

```
Math.IEEERemainder(Double x, Double y)
```

where

Parameter	Description
x	The dividend.
y	The divisor.

Return Value

The method returns remainder as Double value.

Example 1 – IEEERemainder(x, y)

In this example, we will take different values for `x`, `y` : and compute remainder of `x/y` using

... and example, we will take different values for `x` and `y`, and compare remainder of `Math.IEEEremainder()` method.

C# Program

```
using System;

class Example {
    static void Main(string[] args) {
        Double x, y, result;

        x = 10;
        y = 4;
        result = Math.IEEEremainder(x, y);
        Console.WriteLine($"IEEEremainder({x}, {y}) = {result}");

        x = 7.9;
        y = 3;
        result = Math.IEEEremainder(x, y);
        Console.WriteLine($"IEEEremainder({x}, {y}) = {result}");

        x = -10;
        y = 5;
        result = Math.IEEEremainder(x, y);
        Console.WriteLine($"IEEEremainder({x}, {y}) = {result}");
    }
}
```

Output

```
IEEEremainder(10, 4) = 2
IEEEremainder(7.9, 3) = -1.09999999999999996
IEEEremainder(-10, 5) = -0
```

Conclusion

In this [C# Tutorial](#), we have learnt the syntax of C# `Math.IEEEremainder()` method, and also learnt how to use this method with the help of C# example programs.

C# Math

- ◆ [C# Math.Abs\(\)](#)
- ◆ [C# Math.Acos\(\)](#)
- ◆ [C# Math.Acosh\(\)](#)
- ◆ [C# Math.Asin\(\)](#)
- ◆ [C# Math.Asinh\(\)](#)
- ◆ [C# Math.Atan\(\)](#)

▼ C# Math.Atan()

◆ C# Math.Atan2()

◆ C# Math.Atanh()

◆ C# Math.BigMul()

◆ C# Math.BitDecrement()

◆ C# Math.BitIncrement()

◆ C# Math.Cbrt()

◆ C# Math.Ceiling()

◆ C# Math.Clamp()

◆ C# Math.CopySign()

◆ C# Math.Cos()

◆ C# Math.Cosh()

◆ C# Math.DivRem()

◆ C# Math.Exp()

◆ C# Math.Floor()

◆ C# Math.FusedMultiplyAdd()

⇒ **C# Math.IEEERemainder()**

◆ C# Math.ILogB()

◆ C# Math.Log()

◆ C# Math.Log10()

◆ C# Math.Log2()

◆ C# Math.Max()

◆ C# Math.MaxMagnitude()

◆ C# Math.Min()

◆ C# Math.MinMagnitude()

◆ C# Math.Pow()

◆ C# Math.Round()

◆ C# Math.ScaleB()

◆ C# Math.Sign()

◆ C# Math.Sin()

◆ C# Math.Sinh()

◆ C# Math.Sqrt()

◆ C# Math.Tan()

◆ [C# Math.Tanh\(\)](#)

◆ [C# Math.Truncate\(\)](#)

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