

# C# Math.Sqrt() – Syntax & Examples

## C# Math.Sqrt() – Examples

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In this tutorial, we will learn about the C# Math.Sqrt() method, and learn how to use this method to find the square root of given number, with the help of examples.

## Sqrt(Double)

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Math.Sqrt(d) returns the square root of a specified number `d`.

## Syntax

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The syntax of Sqrt() method is

```
Math.Sqrt(Double d)
```

where

Parameter	Description	
d	The number whose square root is to be found.	

## Return Value

The method returns Double value.

## Example 1 – Sqrt(Double)

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In this example, we will find the square root of some numbers using Sqrt() method.

### C# Program

```
using System;  
  
class Example {
```

```

static void Main(string[] args) {
    Double d, result;

    d = 2;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");

    d = 3;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");

    d = 4;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");

    d = 9;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");

    d = 16;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");

    d = 0.25;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");

    d = Double.NegativeInfinity;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");

    d = Double.PositiveInfinity;
    result = Math.Sqrt(d);
    Console.WriteLine($"Sqrt({d}) = {result}");
}
}

```

## Output

```

Sqrt(2) = 1.4142135623731
Sqrt(3) = 1.73205080756888
Sqrt(4) = 2
Sqrt(9) = 3
Sqrt(16) = 4
Sqrt(0.25) = 0.5
Sqrt(-∞) = NaN
Sqrt(∞) = ∞

```

## Conclusion

In this [C# Tutorial](#), we have learnt the syntax of C# Math.Sqrt() 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.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.LogB()`
- ◆ `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\(\)](#)

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