

JAVA.LANG.MATH.NEXTUP METHOD

http://www.tutorialspoint.com/java/lang/math_nextup_double.htm

Copyright © tutorialspoint.com

Description

The **java.lang.Math.nextUp** method returns the floating-point value adjacent to *d* in the direction of positive infinity. This method is semantically equivalent to `nextAfter(d, Double.POSITIVE_INFINITY)`; however, a `nextUp` implementation may run faster than its equivalent `nextAfter` call. Special cases:

- If the argument is NaN, the result is NaN.
- If the argument is positive infinity, the result is positive infinity.
- If the argument is zero, the result is Double.MIN_VALUE

Declaration

Following is the declaration for **java.lang.Math.nextUp** method

```
public static double nextUp(double d)
```

Parameters

- **d** -- starting floating-point value

Return Value

This method returns the adjacent floating-point value closer to positive infinity.

Exception

- NA

Example

The following example shows the usage of `lang.Math.nextUp` method.

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

    public static void main(String[] args) {

        // get two double numbers
        double x = 98759.765;
        double y = 154.28764;

        // print the next floating numbers towards positive infinity
        System.out.println("Math.nextUp(" + x + ")=" + Math.nextUp(x));
        System.out.println("Math.nextUp(" + y + ")=" + Math.nextUp(y));
    }
}
```

Let us compile and run the above program, this will produce the following result:

```
Math.nextUp(98759.765)=98759.765000000001
Math.nextUp(154.28764)=154.28764000000004
```

Loading [MathJax]/jax/output/HTML-CSS/jax.js