

JAVA.LANG.MATH.NEXTUP METHOD

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

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Description

The **java.lang.Math.nextUp***floatd* returns the floating-point value adjacent to d in the direction of positive infinity. This method is semantically equivalent to `nextAfterd, Float.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 Float.MIN_VALUE

Declaration

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

```
public static float nextUp(float 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 float numbers
        float x = 98759.765f;
        float y = 154.28764f;

        // 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(98759.765f)=98759.77
Math.nextUp(154.28764f)=154.28766
```

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