

JAVA.LANG.MATH.SIGNUM METHOD

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

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Description

The **java.lang.Math.signum(float)** returns the signum function of the argument; zero if the argument is zero, 1.0f if the argument is greater than zero, -1.0f if the argument is less than zero. Special Cases:

- If the argument is NaN, then the result is NaN.
- If the argument is positive zero or negative zero, then the result is the same as the argument.

Declaration

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

```
public static float signum(float f)
```

Parameters

- **f** -- the floating-point value whose signum is to be returned

Return Value

This method returns the signum function of the argument

Exception

- NA

Example

The following example shows the usage of lang.Math.signum method.

```
package com.tutorialspoint;

import java.lang.*;

public class MathDemo {

    public static void main(String[] args) {

        // get two float numbers
        float x = 50.14f;
        float y = -4f;

        // call signum for both floats and print the result
        System.out.println("Math.signum(" + x + ")=" + Math.signum(x));
        System.out.println("Math.signum(" + y + ")=" + Math.signum(y));
    }
}
```

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

```
Math.signum(50.14f)=1.0
Math.signum(-4f)=-1.0
```

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