

JAVA.LANG.STRICTMATH.LOG METHOD

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

Copyright © tutorialspoint.com

Description

The **java.lang.StrictMath.log** method returns the natural logarithm *basee* of a double value. It includes some cases:

- If the argument is NaN or less than zero, then the result is NaN.
- If the argument is positive infinity, then the result is positive infinity.
- If the argument is positive zero or negative zero, then the result is negative infinity.

Declaration

Following is the declaration for **java.lang.StrictMath.log** method

```
public static double log(double a)
```

Parameters

- **a** -- This is the value.

Return Value

This method returns the value $\ln a$ i.e. natural logarithm of a .

Exception

- **NA**

Example

The following example shows the usage of `java.lang.StrictMath.log` method.

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = 10 , d2 = 0.0 , d3 = (1.0/0.0), d4 = 1.0;

        // returns natural logarithm(base e) of a double value
        double logValue = StrictMath.log(d1);
        System.out.println("Log value of " + d1 + " = " + logValue);

        logValue = StrictMath.log(d2);
        System.out.println("Log value of " + d2 + " = " + logValue);

        logValue = StrictMath.log(d3);
        System.out.println("Log value of " + d3 + " = " + logValue);

        logValue = StrictMath.log(d4);
        System.out.println("Log value of " + d4 + " = " + logValue);

    }
}
```

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

```
Log value of 10.0 = 2.302585092994046
```

```
Log value of 0.0 = -Infinity  
Log value of Infinity = Infinity  
Log value of 1.0 = 0.0
```

```
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```