

# JAVA.LANG.STRICTMATH.LOG10 METHOD

[http://www.tutorialspoint.com/java/lang/strictmath\\_log10.htm](http://www.tutorialspoint.com/java/lang/strictmath_log10.htm)

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## Description

The **java.lang.StrictMath.log10** method returns the base **10** logarithm 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.
- If the argument is equal to  $10^n$  for integer  $n$ , then the result is  $n$ .

## Declaration

Following is the declaration for **java.lang.StrictMath.log10** method

```
public static double log10(double a)
```

## Parameters

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

## Return Value

This method returns the base 10 logarithm of  $a$ .

## Exception

- **NA**

## Example

The following example shows the usage of **java.lang.StrictMath.log10** method.

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = 0.0 , d2 = 1000.0 , d3 = (1.0/0.0), d4 = 1;

        // returns natural logarithm (base 10) of a double value.
        double log10Value = StrictMath.log10(d1);
        System.out.println("Log " + d1 + " with base 10 = " + log10Value);

        // if the argument is equal to 10^n for integer n, it returns n.
        log10Value = StrictMath.log10(d2);
        System.out.println("Log " + d2 + " with base 10 = " + log10Value);

        log10Value = StrictMath.log10(d3);
        System.out.println("Log " + d3 + " with base 10 = " + log10Value);

        log10Value = StrictMath.log10(d4);
        System.out.println("Log " + d4 + " with base 10 = " + log10Value);
    }
}
```

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

```
Log 0.0 with base 10 = -Infinity  
Log 1000.0 with base 10 = 3.0  
Log Infinity with base 10 = Infinity  
Log 1.0 with base 10 = 0.0
```

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