

JAVA.LANG.STRICTMATH.MAX METHOD

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

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Description

The **java.lang.StrictMath.max***floata, floatb* method returns the greater of two float values.

If the arguments have the same value, the result is that same value. If either value is NaN, then the result is NaN.

This method considers negative zero to be strictly smaller than positive zero. If one argument is positive zero and the other negative zero, the result is positive zero.

Declaration

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

```
public static float max(float a, float b)
```

Parameters

- **a** -- This is the float value.
- **b** -- This is another float value.

Return Value

This method returns the larger of a and b.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        float f1 = 60 , f2 = 40, f3 = -5;

        // both positive values
        double maxVal = StrictMath.max(f1, f2);
        System.out.println("StrictMath.max(60, 40) : " + maxVal);

        // one positive and one negative value
        maxVal = StrictMath.max(f1, f3);
        System.out.println("StrictMath.max(60, -5) : " + maxVal);
    }
}
```

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

```
StrictMath.max(60, 40) : 60.0
StrictMath.max(60, -5) : 60.0
```

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