

JAVA.LANG.STRICTMATH.NEXTUP METHOD

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

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Description

The **java.lang.StrictMath.nextUp** method returns the floating-point value adjacent to **d** in the direction of positive infinity. This method is semantically equivalent to `nextAfter(d, Double.POSITIVE_INFINITY)`. A `nextUp` implementation may run faster than its equivalent `nextAfter` call. It include these cases:

- If either argument is a NaN, then NaN is returned.
- If the argument is positive infinity, the result is positive infinity.
- If the argument is zero, the result is `Double.MIN_VALUE`

Declaration

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

```
public static double nextUp(double d)
```

Parameters

- **d** -- This is the 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 `java.lang.StrictMath.nextUp` method.

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = 95.12000000000000 , d2 = 49.32;

        // returns the floating-point value adjacent to d1
        double nextUpValue = StrictMath.nextUp(d1);
        System.out.println("Next upper value of d1 : " + nextUpValue);

        // returns the floating-point value adjacent to d2
        nextUpValue = StrictMath.nextUp(d2);
        System.out.println("Next upper value of d2 : " + nextUpValue);
    }
}
```

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

```
Next upper value of d1 : 95.12000000000002
Next upper value of d2 : 49.32000000000001
Loading [MathJax]/jax/output/HTML-CSS/jax.js
```