JAVA.LANG.STRICTMATH.NEXTUP METHOD

Description

The **java.lang.StrictMath.nextUp*floatf*** method returns the floating-point value adjacent to **f** in the direction of positive infinity. This method is semantically equivalent to nextAfter *f, Float. 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 Float.MIN_VALUE

Declaration

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

```
public static float nextUp(float f)
```

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) {

   float f1 = 35.9f , f2 = 58.8f;

   // returns the floating-point value adjacent to f1
   float nextUpValue = StrictMath.nextUp(f1);
   System.out.println("Next upper value of f1 : " + nextUpValue);

   // returns the floating-point value adjacent to f2
   nextUpValue = StrictMath.nextUp(f2);
   System.out.println("Next upper value of f2 : " + nextUpValue);
  }
}
```

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

```
Next upper value of f1 : 35.900005
Next upper value of f2 : 58.800003
```