

JAVA.LANG.STRICTMATH.SIGNUM METHOD

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

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Description

The **java.lang.StrictMath.signumdoubled** method returns the signum function of the argument i.e zero if the argument is zero, 1.0 if the argument is greater than zero, -1.0 if the argument is less than zero.It include these cases:

- If the first argument is NaN, NaN is returned. .
- If the argument is positive zero or negative zero, then the result is the same as the argument.

Declaration

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

```
public static double signum(double d)
```

Parameters

- **d** -- This is the floating-point value whose signum is to be returned.

Return Value

This method returns signum function of the argument.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class StrictMathDemo {

    public static void main(String[] args) {

        double d1 = 102.20d, d2 = 0.0d, d3 = -0.0d;

        // returns 1.0 if the argument is greater than zero
        double retval = StrictMath.signum(d1);
        System.out.println("Value = " + retval);

        /* if the argument is positive zero, then the result is the
        same as the argument */
        retval = StrictMath.signum(d2);
        System.out.println("Value = " + retval);

        /* if the argument is negative zero, then the result is the
        same as the argument */
        retval = StrictMath.signum(d3);
        System.out.println("Value = " + retval);
    }
}
```

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

```
Value = 1.0  
Value = 0.0  
Value = -0.0
```

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