NAME

Math::C::XS - Object-oriented interface to the C Math-library

SYNOPSIS

```
# use without imports (object oriented)
use Math::C::XS;
# use with imports (procedural code)
use Math::C::XS qw(cos sin);

my $number = Math::C::XS->new(
                                    Number => 3.14,
                                    Radians => 1
                                );

# as method calls
my $cos = $number->cos;
my $sin = $number->sin;

# as function calls
$cos = Math::C::XS::cos(2);
$sin = Math::C::XS::sin(56);

# with imports
$cos = cos(2);
$sin = sin(56);
```

METHODS

cos

Method that calculates the cos of a given object.

sin

Method that calculates the sin if a given object.

acos

Method to calculate the arccos of a given object.

asin

Method to calculate the arcsin of a given object.

floor

This method rounds the given floating point number to the next integer below the given number.

ceil

This method is the inversion of floor (see above). It rounds a floating point number to the next higher integer value.

INFORMATION

Return values

All methods return values in radian measure.

State of development

This module is experimental and should not be used in productive code. All interfaces can still change, methods can be added or removed at any point of development.

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