

NAME

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

SYNOPSIS

```
use Math::XS;
my $number = Math::XS->new(3.14);

# cos and sin
my $cos = $number->cos;
my $sin = $number->sin;

# floor and ceil
my $flr = $number->floor;
my $cel = $number->ceil;
```

METHODS

- cos: cosine-function out of the C-library. Takes no arguments but the instance of the object.
- sin: sine-function, same as cos.
- floor:

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MAINTAINER

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