JS Arrays

JS Array Methods

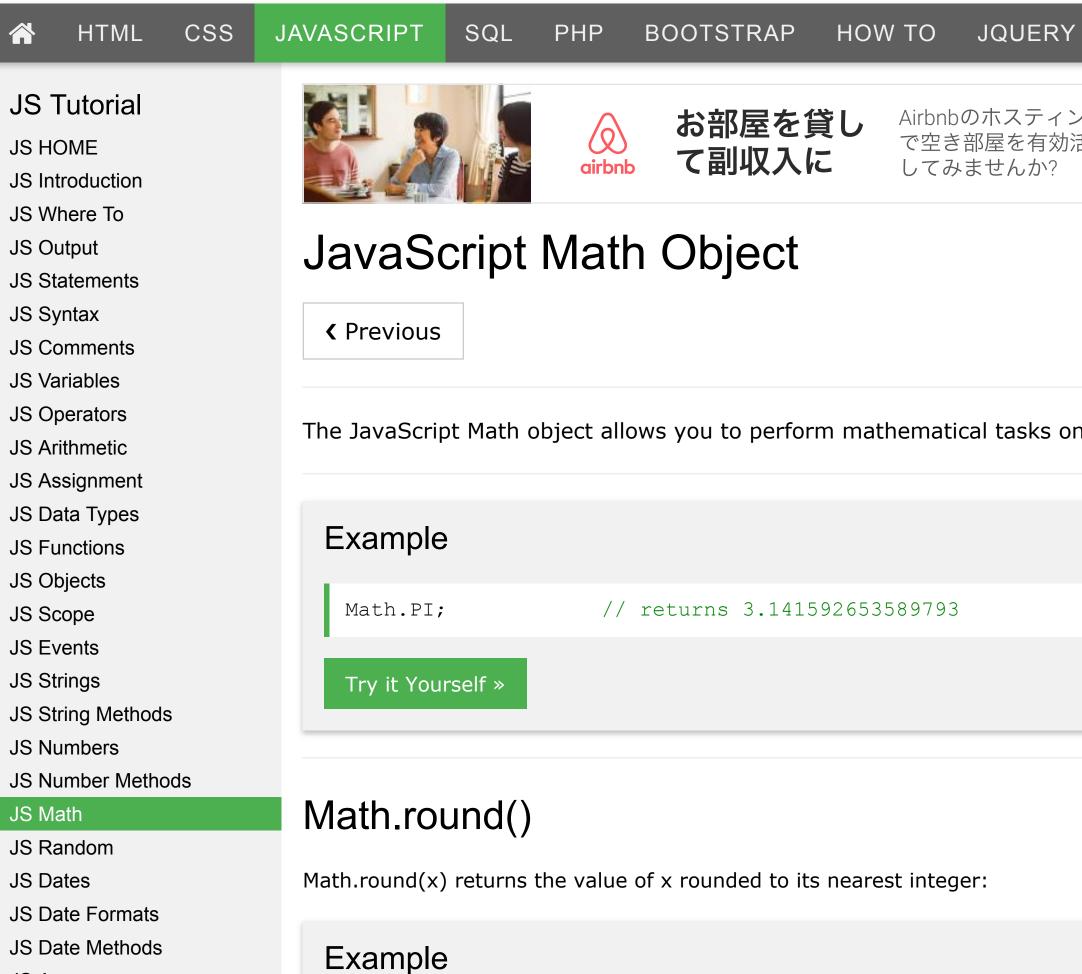
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The JavaScript Math object allows you to perform mathematical tasks on numbers.

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Example

Math.round(4.7);

Math.round(4.4);

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Math.pow()

Math.pow(8, 2); // returns 64 Try it Yourself »

Math.pow(x, y) returns the value of x to the power of y:

Math.sqrt() Math.sqrt(x) returns the square root of x:

// returns 8

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// returns 5

// returns 4

Math.abs()

Math.abs(-4.7);

Try it Yourself »

Example

Math.sqrt(64);

Try it Yourself »

Math.abs(x) returns the absolute (positive) value of x: Example

// returns 4.7

Math.ceil(x) returns the value of x rounded \mathbf{up} to its nearest integer: Example

Math.ceil(4.4);

Try it Yourself »

Math.floor()

Example

Math.floor(4.7);

Try it Yourself »

Try it Yourself »

Math.cos()

Try it Yourself »

Example

Math.sin()

Math.ceil()

Math.floor(x) returns the value of x rounded **down** to its nearest integer:

// returns 4

// returns 5

Math.sin(x) returns the sine (a value between -1 and 1) of the angle x (given in radians). If you want to use degrees instead of radians, you have to convert degrees to radians: Angle in radians = Angle in degrees x PI / 180. Example

Math.cos(x) returns the cosine (a value between -1 and 1) of the angle x (given in radians).

// returns 1 (the sine of 90 degrees)

If you want to use degrees instead of radians, you have to convert degrees to radians: Angle in radians = Angle in degrees x PI / 180. Example

Math.sin(90 * Math.PI / 180);

Math.min() and Math.max() Math.min() and Math.max() can be used to find the lowest or highest value in a list of arguments:

Math.min(0, 150, 30, 20, -8, -200); // returns -200

Math.cos(0 * Math.PI / 180); // returns 1 (the cos of 0 degrees)

Example Math.max(0, 150, 30, 20, -8, -200); // returns 150

Try it Yourself »

Math.random()

Try it Yourself »

// returns a random number Math.random(); Try it Yourself »

Example

Example

Math.LN2

Math.LN10

Math.LOG2E

Try it Yourself »

Method

abs(x)

acos(x)

asin(x)

ceil(x)

Math Constructor

You will learn more about Math.random() in the next chapter of this tutorial.

JavaScript provides 8 mathematical constants that can be accessed with the Math object:

// returns the natural logarithm of 2

// returns the natural logarithm of 10

// returns base 2 logarithm of E

Math.LOG10E // returns base 10 logarithm of E

Math.random() returns a random number between 0 (inclusive), and 1 (exclusive):

// returns Euler's number Math.E Math.PI // returns PI // returns the square root of 2 Math.SQRT2 Math.SQRT1_2 // returns the square root of 1/2

Math Properties (Constants)

Math Object Methods

Returns the absolute value of x

Returns the arccosine of x, in radians

Returns the arcsine of x, in radians

All methods and properties (constants) can be used without creating a Math object first.

Description

Unlike other global objects, the Math object has no constructor. Methods and properties are static.

atan(x) Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians Returns the arctangent of the quotient of its arguments atan2(y, x)

cos(x) Returns the cosine of x (x is in radians) exp(x)Returns the value of E^x floor(x) Returns the value of x rounded down to its nearest integer log(x) Returns the natural logarithm (base E) of xReturns the number with the highest value max(x, y, z, ..., n) min(x, y, z, ..., n) Returns the number with the lowest value Returns the value of x to the power of y pow(x, y)Returns a random number between 0 and 1 random() round(x) Returns the value of x rounded to its nearest integer Returns the sine of x (x is in radians) sin(x) sqrt(x) Returns the square root of x Returns the tangent of an angle tan(x) Complete Math Reference For a complete reference, go to our complete Math object reference. The reference contains descriptions and examples of all Math properties and methods.

Returns the value of x rounded up to its nearest integer

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