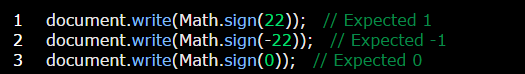
**Math.sign**

This is a mathematical method used to return 1, -1, and 0 depending on the sign of the given number where:

If the given value is +ve returns 1, if it is -ve returns -1 else it returns 0.

**Syntax: Math.sign(given number)**

**Example:**

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