JavaScript Math Reference

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Math Object

The Math object allows you to perform mathematical tasks.

Math is not a constructor. All properties/methods of Math can be called by using Math as an object, without creating it:

Example

```
let x = Math.PI;
let y = Math.sqrt(16);
```

Try it Yourself »

Math Tutorial

JavaScript Math Tutorial.

Name	Description
abs(x)	Returns the absolute value of x
acos(x)	Returns the arccosine of x, in radians
acosh(x)	Returns the hyperbolic arccosine of x
asin(x)	Returns the arcsine of x, in radians
asinh(x)	Returns the hyperbolic arcsine of x
atan(x)	Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians
atan2(y, x)	Returns the arctangent of the quotient of its arguments
atanh(x)	Returns the hyperbolic arctangent of x
cbrt(x)	Returns the cubic root of x
ceil(x)	Returns x, rounded upwards to the nearest integer
clz32(x)	Returns the number of leading zeros in a 32-bit binary representation of x
cos(x)	Returns the cosine of x (x is in radians)
cosh(x)	Returns the hyperbolic cosine of x
E	Returns Euler's number (approx. 2.718)
exp(x)	Returns the value of E^x
expm1(x)	Returns the value of E^x minus 1
floor(x)	Returns x, rounded downwards to the nearest integer
fround(x)	Returns the nearest (32-bit single precision) float representation of a number
LN2	Returns the natural logarithm of 2 (approx. 0.693)
LN10	Returns the natural logarithm of 10 (approx. 2.302)

LOG10E	Returns the base-10 logarithm of E (approx. 0.434)
log1p(x)	Returns the natural logarithm of 1 + x
log2(x)	Returns the base-2 logarithm of x
LOG2E	Returns the base-2 logarithm of E (approx. 1.442)
max(x1,x2,..)	Returns the number with the highest value
min(x1,x2,..)	Returns the number with the lowest value
PI	Returns PI (approx. 3.14)
pow(x, y)	Returns the value of x to the power of y
random()	Returns a random number between 0 and 1
round(x)	Rounds x to the nearest integer
sign(x)	Returns the sign of a number (checks whether it is positive, negative or zero)
sin(x)	Returns the sine of x (x is in radians)
sinh(x)	Returns the hyperbolic sine of x
sqrt(x)	Returns the square root of x
SQRT1_2	Returns the square root of 1/2 (approx. 0.707)
SQRT2	Returns the square root of 2 (approx. 1.414)
tan(x)	Returns the tangent of an angle
tanh(x)	Returns the hyperbolic tangent of a number
trunc(x)	Returns the integer part of a number (x)