JavaScript Math Methods

Tasks:

1. Use the correct Math method to create a random number.

```
let r =              ;
```

2. Use the correct Math method to return the largest number of 10 and 20.

```
let x =         (10, 20);
```

3. Use the correct Math method to round a number to the nearest integer.

```
let x = Math.     (5.3);
```

4. Use the correct Math method to get the square root of 9.

```
let x = Math.      ;
```