MATH METHODS

1. Write a program that takes a **positive integer** from user & display the following in your browser.
   a. number
   b. round off value of the number
   c. floor value of the number
   d. ceil value of the number

number: 3.45214
round off value: 3
floor value: 3
ceil value: 4

2. Write a program that takes a **negative floating point** number from user & display the following in your browser.
   a. number
   b. round off value of the number
   c. floor value of the number
   d. ceil value of the number

```
number: -2.673
round off value: -3
floor value: -3
ceil value: -2
```

3. Write a program that displays the absolute value of a number.
   E.g. absolute value of -4 is 4 & absolute value of 5 is 5

```
The absolute value of -4 is 4
```

4. Write a program that simulates a dice using random() method of JS Math class. Display the value of dice in your browser.:

random dice value: 4

random dice value: 6

5. Write a program that simulates a coin toss using random() method of JS Math class. Display the value of coin in your browser

2
random coin value: Heads
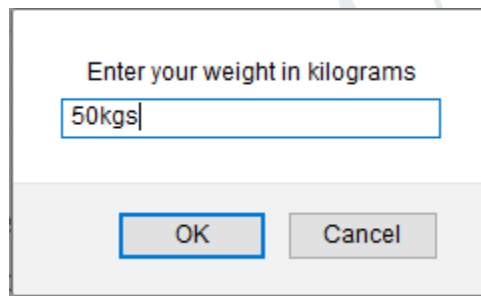
1
random coin value: Tails

6. Write a program that shows a random number between 1 and 100 in your browser.

random number between 1 and 100: 84

7. Write a program that asks the user about his weight. Parse the user input and display his weight in your browser. Possible user inputs can be:

a. 50

b. 50kgs

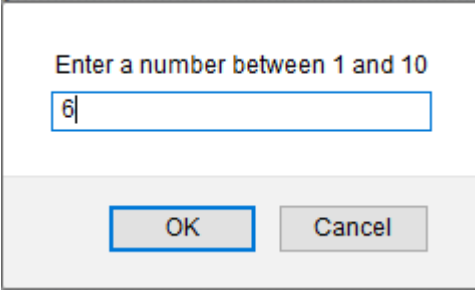c. 50.2kgs

d. 50.2kilograms

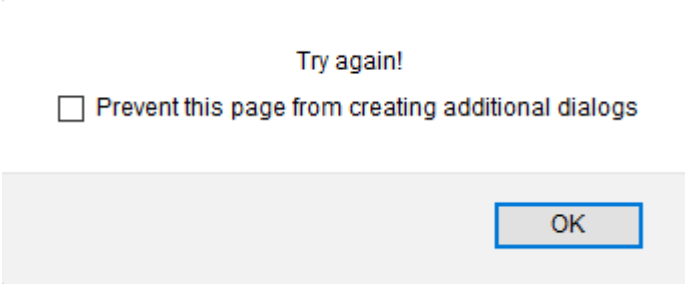Enter your weight in kilograms

50kgs|

OK   Cancel

The weight of user is 58.3 kilograms

8. Write a program that stores a random secret number from 1 to 10 in a variable. Ask the user to input a number between 1 and 10. If the user input equals the secret number, congratulate the user.

Enter a number between 1 and 10

6|

OK   Cancel

Try again!

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OK