|  |  |  |  |
| --- | --- | --- | --- |
| Expression | Expected value | Calculated Value | Reason for Calculated Value |
| math.sqrt(9) | 3 | 3 |  |
| math.sqrt(-9) | None | Error | Maybe it has no value |
| math.floor(3.7) | 3 | 3 |  |
| math.ceil(3.7) | 4 | 4 |  |
| math.ceil(-3.7) | -3 | -3 |  |
| math.copysign(2, -3.7) | 2 | ? | I had no idea about math.copysign |
| math.trunk(3.7) | 3 | ? | I had no idea about math.trunk |
| math.trunk(-3.7) | -3 | ? | I had no idea about math.trunk |
| math.pi | 3.14 | 3.1415 |  |
| math.cos(math.pi) | -1.0 | ? | I have no idea on how to calculate cosine function |

The value of math.pi is changed to 3 because pi is a variable in the math module that stores a value and by equating math.pi to 3, we change the value that math.pi holds to 3 instead of 3.14