

Objects: Math Objects

Javascript I

Today's Agenda

JS I - Math Objects

- Methods
 - Math.random()
 - Math.floor()
 - Math.round()
 - Math.ceil()
 - Math.pow()
 - Math.sqrt()
- Constants
 - Math.E
 - Math.PI



Math Objects

Syntax:



```
Math.methodName( );
```

Math.random();

Returns a float between 0 - 1

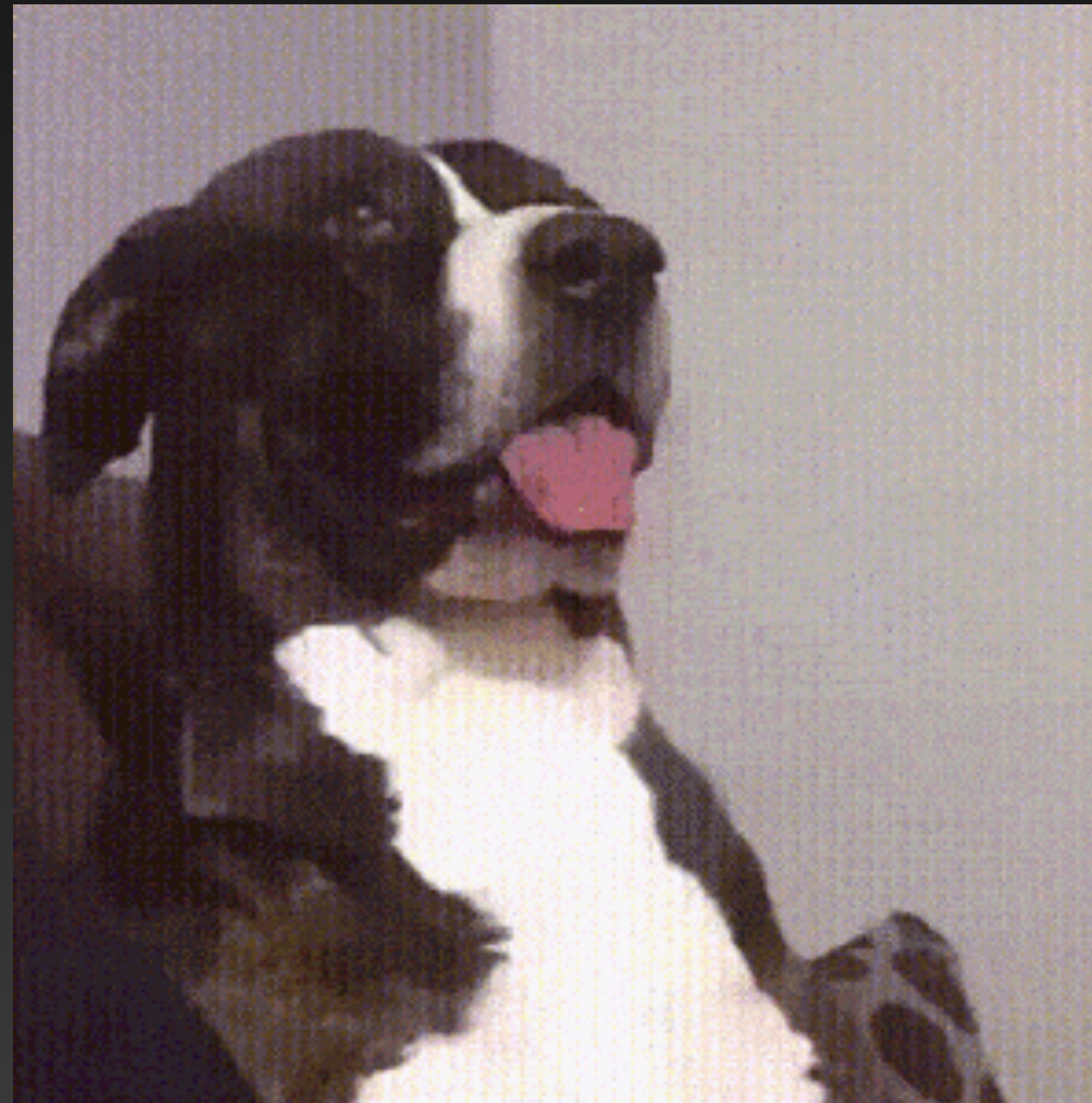
Syntax:



```
Math.random( );
```


Example

`Math.random();`



Math.floor();

Always rounds down

Syntax:



```
Math.floor( );
```


Example

`Math.floor();`



Math.round();

Round to nearest number

Syntax:



```
Math.round( );
```


Example

`Math.round();`



Math.ceil();

Always rounds up

Syntax:



```
Math.ceil();
```

Example

`Math.ceil();`



Math.sqrt();

allows us to find the square root
of a given number.

Syntax:



```
Math.sqrt(number);
```


Example

`Math.sqrt();`



Math.E;

a constant value of 2.71828

Syntax:



```
Math.E;
```

Example

Math.E();



Math.PI;

a constant value of 3.1459

Syntax:



```
Math.PI;
```


Example

`Math.PI();`



Exercise Time

