



Java Math Methods

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The Java Math class has many methods that allows you to perform mathematical tasks on numbers.

All Math Methods

A list of all Math methods can be found in the table below:

Method	Description	Return Type
<u>abs(x)</u>	Returns the absolute value of x	double float int long
<u>acos(x)</u>	Returns the arccosine of x, in radians	double
<u>addExact(x,y)</u>	Returns the sum of x and y	int long
<u>asin(x)</u>	Returns the arcsine of x, in radians	double
<u>atan(x)</u>	Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians	double
<u>atan2(y,x)</u>	Returns the angle theta from the conversion of rectangular coordinates (x, y) to polar coordinates (r, theta).	double
<u>cbrt(x)</u>	Returns the cube root of x	double
<u>ceil(x)</u>	Returns the value of x rounded up to its nearest integer	double



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<u>cosh(x)</u>	Returns the hyperbolic cosine of a double value	double
<u>decrementExact(x)</u>	Returns x-1	int long
<u>exp(x)</u>	Returns the value of E^x	double
<u>expm1(x)</u>	Returns $e^x - 1$	double
<u>floor(x)</u>	Returns the value of x rounded down to its nearest integer	double
<u>floorDiv(x, y)</u>	Returns the division between x and y rounded down	int long
<u>floorMod(x, y)</u>	Returns the remainder of a division between x and y where the result of the division was rounded down	int long
<u>getExponent(x)</u>	Returns the unbiased exponent used in x	int
<u>hypot(x, y)</u>	Returns $\sqrt{x^2 + y^2}$ without intermediate overflow or underflow	double
<u>IEEEremainder(x, y)</u>	Computes the remainder operation on x and y as prescribed by the IEEE 754 standard	double
<u>incrementExact(x)</u>	Returns x+1	int double
<u>log(x)</u>	Returns the natural logarithm (base E) of x	double
<u>log10(x)</u>	Returns the base 10 logarithm of x	double
<u>log1p(x)</u>	Returns the natural logarithm (base E) of the sum of x and 1	double
<u>max(x, y)</u>	Returns the number with the highest value	double float int long
<u>min(x, y)</u>	Returns the number with the lowest value	double float int long
<u>multiplyExact(x, y)</u>	Returns the result of x multiplied with y	int long
<u>negateExact(x)</u>	Returns the negation of x	int long
<u>nextAfter(x, y)</u>	Returns the floating point number adjacent to x in the direction of y	double float



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	direction of positive infinity	
<u>pow</u> (x,y).	Returns the value of x to the power of y	double
<u>random</u> ()	Returns a random number between 0 and 1	double
<u>rint</u> (x).	Returns the double value that is closest to x and equal to a mathematical integer	double
<u>round</u> (x).	Returns the value of x rounded to its nearest integer	long int
<u>scalb</u> (x,y).	Returns x multiplied by 2 to the power of y	double float
<u>signum</u> (x).	Returns the sign of x	double float
<u>sin</u> (x).	Returns the sine of x (x is in radians)	double
<u>sinh</u> (x).	Returns the hyperbolic sine of a double value	double
<u>sqrt</u> (x).	Returns the square root of x	double
<u>subtractExact</u> (x,y).	Returns the result of x minus y	int long
<u>tan</u> (x).	Returns the tangent of an angle	double
<u>tanh</u> (x).	Returns the hyperbolic tangent of a double value	double
<u>toDegrees</u> (x).	Converts an angle measured in radians to an approx. equivalent angle measured in degrees	double
<u>toIntExact</u> (x).	Converts a long value to an int	int
<u>toRadians</u> (x).	Converts an angle measured in degrees to an approx. angle measured in radians	double
<u>ulp</u> (x).	Returns the size of the unit of least precision (ulp) of x	double float

Note: All Math methods are **static**.

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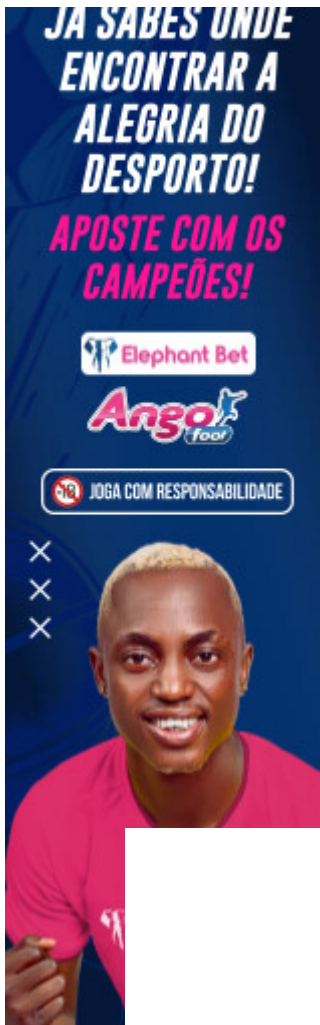
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