Math Properties (Constants)

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Math.E// returns Euler's number
Math.PI// returns PI
Math.SQRT2// returns the square root of 2
Math.SQRT1_2// returns the square root of 1/2
Math.LN2// returns the natural logarithm of 2
Math.LN10// returns the natural logarithm of 10
Math.LOG2E// returns base 2 logarithm of E
Math.LOG10E// returns base 10 logarithm of E
```

Math Methods

Math.round(x)	Returns x rounded to its nearest integer
Math.ceil(x)	Returns x rounded up to its nearest integer
Math.floor(x)	Returns x rounded down to its nearest integer
Math.trunc(x)	Returns the integer part of x (new in ES6)
Math.sign()	returns -1 if x is negative
Math.pow()	returns the value of x to the power of y: xy
Math.sqrt(x)	returns the square root of x:
Math.abs(x)	returns the absolute (positive) value of x:
Math.sin(x)	returns the sine (a value between -1 and 1) of the angle x (given in radians) Math.sin(90* Math.PI/180);// returns 1 (the sine of 90 degrees)
Math.cos(x)	returns the cosine (a value between -1 and 1) of the angle x (given in radians). Math.cos(0* Math.PI/180);// returns 1 (the cos of 0 degrees)
Math.min() Math.max()	can be used to find the lowest or highest value in a list of arguments:
Math.random()	returns a random number between 0 (inclusive), and 1 (exclusive):
Math.log(x)	returns a random number between 0 (inclusive), and 1 (exclusive):
Math.log2(x)	returns the base 2 logarithm of x.
Math.log10(x)	returns the base 10 logarithm of x.

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Method	Description
abs(x)	Returns the absolute value of x
acos(x)	Returns the arccosine of x, in radians
acosh(x)	Returns the hyperbolic arccosine of x
asin(x)	Returns the arcsine of x, in radians
asinh(x)	Returns the hyperbolic arcsine of x
atan(x)	Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians
atan2(y, x)	Returns the arctangent of the quotient of its arguments
atanh(x)	Returns the hyperbolic arctangent of x
cbrt(x)	Returns the cubic root of x
ceil(x)	Returns x, rounded upwards to the nearest integer
cos(x)	Returns the cosine of x (x is in radians)
cosh(x)	Returns the hyperbolic cosine of x
exp(x)	Returns the value of Ex
floor(x)	Returns x, rounded downwards to the nearest integer
log(x)	Returns the natural logarithm (base E) of x
max(x, y, z, ..., n)	Returns the number with the highest value
min(x, y, z, ..., n)	Returns the number with the lowest value
pow(x, y)	Returns the value of x to the power of y
random()	Returns a random number between 0 and 1
round(x)	Rounds x to the nearest integer
sign(x)	Returns if x is negative, null or positive (-1, 0, 1)
sin(x)	Returns the sine of x (x is in radians)
sinh(x)	Returns the hyperbolic sine of x
sqrt(x)	Returns the square root of x
tan(x)	Returns the tangent of an angle
tanh(x)	Returns the hyperbolic tangent of a number
trunc(x)	Returns the integer part of a number (x)