***JavaScript Math Object***

<!DOCTYPE HTML>

<html>

<head></head>

<body>

<h3>**JavaScript Math Object**<br>

**The JavaScript Math object allows you to perform mathematical tasks on numbers.**</h3>

<p id="demo"></p><p id="demo1"></p><p id="demo2"></p><p id="demo3"></p><p id="demo4"></p>

<p id="demo5"></p><p id="demo6"></p><p id="demo7"></p><p id="demo8"></p><p id="demo9"></p>

<p id="demo10"></p><p id="demo11"></p><p id="demo12"></p><p id="demo13"></p><p id="demo14"></p>

<p id="demo15"></p>

<script>

document.getElementById("demo").innerHTML=Math.PI;//3.141592653589793

**/\*Math.round()**

**Math.round(x) returns the value of x rounded to its nearest integer:\*/**

document.getElementById("demo1").innerHTML=Math.round(3.5); //4

document.getElementById("demo2").innerHTML=Math.round(0.2);//0

document.getElementById("demo3").innerHTML=Math.round(4.76);//5

**/\*Math.pow()**

**Math.pow(x, y) returns the value of x to the power of y:\*/**

document.getElementById("demo4").innerHTML=Math.pow(5,3);//125

**/\*Math.sqrt()**

**Math.sqrt(x) returns the square root of x:\*/**

document.getElementById("demo5").innerHTML=Math.sqrt(81);//9

document.getElementById("demo6").innerHTML=Math.sqrt(80);//8.94427190999916

**/\*Math.abs()**

**Math.abs(x) returns the absolute (positive) value of x:\*/**

document.getElementById("demo7").innerHTML=Math.abs(80.89);//80.89

document.getElementById("demo8").innerHTML=Math.abs(-80.89);//80.89

**/\*Math.ceil()**

**Math.ceil(x) returns the value of x rounded up to its nearest integer:\*/**

document.getElementById("demo9").innerHTML=Math.ceil(2.3);//3

**/\*Math.floor()**

**Math.floor(x) returns the value of x rounded down to its nearest integer:\*/**

document.getElementById("demo10").innerHTML=Math.floor(2.3);//2

**/\*Math.sin()**

**Math.sin(x) returns the sine (a value between -1 and 1) of the angle x (given in radians).**

**If you want to use degrees instead of radians, you have to convert degrees to radians:**

**Angle in radians = Angle in degrees x PI / 180.\*/**

document.getElementById("demo11").innerHTML=Math.sin(10);//-0.5440211108893698

**/\*Math.cos()**

**Math.cos(x) returns the cosine (a value between -1 and 1) of the angle x (given in radians).**

**If you want to use degrees instead of radians, you have to convert degrees to radians:**

**Angle in radians = Angle in degrees x PI / 180.\*/**

document.getElementById("demo12").innerHTML=Math.cos(10)//-0.8390715290764524

**/\*Math.min() and Math.max()**

**Math.min() and Math.max() can be used to find the lowest or highest value in a list of arguments:\*/**

document.getElementById("demo13").innerHTML=Math.min(10,20,-10,-30,89,120,-69);//-69

document.getElementById("demo14").innerHTML=Math.max(10,20,-10,-30,89,120,-69);//120

**/\*Math.random()**

**Math.random() returns a random number between 0 (inclusive), and 1 (exclusive):\*/**

document.getElementById("demo15").innerHTML=Math.random();//0.8296106555411811

</script>

</body>

</html>