**Method Description Return Type**

**abs(x) Returns the absolute value of x double|float|int|long**

**acos(x) Returns the arccosine of x, in radians double**

**asin(x) Returns the arcsine of x, in radians double**

**atan(x) Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians double**

**ceil(x) Returns the value of x rounded up to its nearest integer double**

**cos(x) Returns the cosine of x (x is in radians) double**

**floor(x)Returns the value of x rounded down to its nearest integer double**

**log(x) Returns the natural logarithm (base E) of x double**

**log10(x)Returns the base 10 logarithm of x double**

**log1p(x)Returns the natural logarithm (base E) of the sum of x and 1 double**

**max(x, y)Returns the number with the highest value double|float|int|long**

**min(x, y)Returns the number with the lowest value double|float|int|long**

**pow(x, y)Returns the value of x to the power of y double**

**random()Returns a random number between 0 and 1 double**

**round(x)Returns the value of x rounded to its nearest integer int**

**rint() Returns the double value that is closest to x and equal to a mathematical integer double**

**sin(x) Returns the sine of x (x is in radians) double**

**sqrt(x) Returns the square root of x double**

**tan(x) Returns the tangent of an angle double**

**toDegrees(x) Converts an angle measured in radians to an approx. equivalent angle measured in degrees double**

**toRadians(x) Converts an angle measured in degrees to an approx. angle measured in radians double**