

Predefined Methods

The Math Class:

if it is imported as "import static java.lang.Math.*;" Math. can be omitted.

syntax	argument type	return type
Math.pow(x,y)	double	double
Math.abs(x,y)	double, long, float, int	double, long, float, int
Math.max(x,y)	double, long, float, int	double, long, float, int
Math.min(x,y)	double, long, float, int	double, long, float, int
Math.round(x)	double, float	long, int
Math.ceil(x)	double	double
Math.floor(x)	double	double
Math.sqrt(x)	double	double
Math.cos(x)	double	double
Math.tan(x)	double	double
Math.sin(x)	double	double
Math.exp(x)	double	double
Math.log(x)	double	double
Math.log10(x)	double	double

The Character Class:

if it is imported as "import static java.lang.Character.*;" Charecter. can be omitted.

syntax	argument type	return type
Character.isDigit(ch)	char	boolean
Character.isLetter(ch)	char	boolean
Character.isLowerCase(ch)	char	boolean
Character.isUpperCase(ch)	char	boolean
Character.toLowerCase(ch)	char	char
Character. <u>toUpperCase</u> (ch)	char	char