

Numbers & It's Methods In JavaScript

JavaScript Math Object:

The Math object is a built-in object that provides **mathematical constants and functions**.

| Method | Description | Example | Result |
|-------------------|---------------------------|-----------------|------------|
| Math.round(x) | Rounds to nearest integer | Math.round(4.6) | 5 |
| Math.floor(x) | Rounds down | Math.floor(4.9) | 4 |
| Math.ceil(x) | Rounds up | Math.ceil(4.1) | 5 |
| Math.trunc(x) | Removes decimal | Math.trunc(4.9) | 4 |
| Math.max(x,y,...) | Largest number | Math.max(5,10) | 10 |
| Math.min(x,y,...) | Smallest number | Math.min(5,10) | 5 |
| Math.sqrt(x) | Square root | Math.sqrt(25) | 5 |
| Math.pow(x,y) | Power of | Math.pow(2,3) | 8 |
| Math.random() | Random number between 0–1 | Math.random() | e.g. 0.237 |
| Math.abs(x) | Absolute (positive) value | Math.abs(-7) | 7 |
| Math.PI | Constant for π | Math.PI | 3.14159... |