**Math Methods**

**1- Common Math Methods:**

**1. Math.abs(x):** Returns the absolute value of x.

**2. Math.ceil(x):** Rounds x up to the nearest integer.

**3. Math.floor(x):** Rounds x down to the nearest integer.

**4. Math.round(x):** Rounds x to the nearest integer.

**5. Math.max(x, y, z, ..., n):** Returns the largest of zero or more numbers.

**6. Math.min(x, y, z, ..., n):** Returns the smallest of zero or more numbers.

**7. Math.pow(x, y):** Returns x raised to the power of y.

**8. Math.sqrt(x):** Returns the square root of x.

**9. Math.random():** Returns a random number between 0 (inclusive) and 1 (exclusive).

**10. Math.sin(x), Math.cos(x), Math.tan(x):** Returns the sine, cosine, or tangent of x (where x is in radians).

**11. Math.log(x):** Returns the natural logarithm (base e) of x.

**12. Math.exp(x):** Returns e^x, where e is Euler's number.

**2-Common Math Constants:**

**1. Math.PI:** The value of π (pi), approximately 3.14159.

**2. Math.E:** The value of Euler's number, approximately 2.718.

**3. Math.SQRT2:** The square root of 2, approximately 1.414.

**4. Math.LN2:** The natural logarithm of 2, approximately 0.693.