

The Java Math class has many methods that allows you to perform mathematical tasks on numbers.

# All Math Methods

A list of all Math methods can be found in the table below:

Method	Description	Return Type
<u>abs(x)</u> .	Returns the absolute value of x	double float int long
<u>acos(x)</u> .	Returns the arccosine of x, in radians	double
<u>asin(x)</u> .	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
atan2(y,x)	Returns the angle theta from the conversion of rectangular coordinates (x, y) to polar coordinates (r, theta).	double
cbrt(x)	Returns the cube root of x	double
ceil(x)	Returns the value of x rounded up to its nearest integer	double
copySign(x, y)	Returns the first floating point x with the sign of the second floating point y	double
cos(x)	Returns the cosine of x (x is in radians)	double
cosh(x)	Returns the hyperbolic cosine of a double value	double
exp(x)	Returns the value of $E^x$	double
expm1(x)	Returns $e^x - 1$	double
floor(x)	Returns the value of x rounded down to its nearest integer	double
getExponent(x)	Returns the unbiased exponent used in x	int
hypot(x, y)	Returns $\sqrt{x^2 + y^2}$ without intermediate overflow or underflow	double
IEEERemainder(x, y)	Computes the remainder operation on x and y as prescribed by the IEEE 754 standard	double
log(x)	Returns the natural logarithm (base E) of x	double
log10(x)	Returns the base 10 logarithm of x	double

<code>log1p(x)</code>	Returns the natural logarithm (base E) of the sum of x and 1	double
<code>max(x, y)</code>	Returns the number with the highest value	double float int long
<code>min(x, y)</code>	Returns the number with the lowest value	double float int long
<code>nextAfter(x, y)</code>	Returns the floating point number adjacent to x in the direction of y	double float
<code>nextUp(x)</code>	Returns the floating point value adjacent to x in the direction of positive infinity	double float
<code>pow(x, y)</code>	Returns the value of x to the power of y	double
<code>random()</code>	Returns a random number between 0 and 1	double
<code>round(x)</code>	Returns the value of x rounded to its nearest integer	int
<code>rint(x)</code>	Returns the double value that is closest to x and equal to a mathematical integer	double
<code>signum(x)</code>	Returns the sign of x	double
<code>sin(x)</code>	Returns the sine of x (x is in radians)	double
<code>sinh(x)</code>	Returns the hyperbolic sine of a double value	double
<code>sqrt(x)</code>	Returns the square root of x	double
<code>tan(x)</code>	Returns the tangent of an angle	double
<code>tanh(x)</code>	Returns the hyperbolic tangent of a double value	double
<code>toDegrees(x)</code>	Converts an angle measured in radians to an approx. equivalent angle measured in degrees	double
<code>toRadians(x)</code>	Converts an angle measured in degrees to an approx. angle measured in radians	double
<code>ulp(x)</code>	Returns the size of the unit of least precision (ulp) of x	double float

**Note:** All Math methods are `static`.