

# MATH

Subscribe  
Code Sikhe

PAGE NO.: 11

- \* **Math** → The Java math class has many methods that allows you to perform **mathematic tasks** on numbers.
- \* **Math.max(x, y)** → used to find highest value.
  - Ex: → **Math.max(6, 9) → 9**
- \* **Math.Min(x, y)** → find lowest value of x, y.
  - Ex: → **Math.Min(6, 9) → 6**
- \* **Math.sqrt(x)** → find square root of x.
  - Ex: → **Math.min(4) → 2**  $2 = \sqrt{2 \times 2}$
- \* **Math.abs(x)** → find absolute (positive) value.
  - Ex: → **Math.abs(-4.7) → 4.7**
- \* **Math.random()** → Get Random number.
  - Ex: → **Math.random()** → **5.32479**  
→ **(int)(Math.random() \* 101);** → 0 to 100.

## logical operator.

**&&** → AND

**||** → OR

**!** → NOT

### AND Operator

**Y && Y = Y**

**Y && N = N**

**N && Y = N**

**N && N = N**

### OR operator

**Y || Y = Y**

**Y || N = Y**

**N || Y = Y**

**N || N = N**

### NOT operator

**!Y = N**

**!N = Y**

**N - False**

**Y - True**