



The Math Object



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The Math object allows you to perform mathematical tasks, and includes several properties.

Property	Description
E	Euler's constant
LN2	Natural log of the value 2
LN10	Natural log of the value 10
LOG2E	The base 2 log of Euler's constant (E)
LOG10E	The base 10 log of Euler's constant (E)
PI	Returns the constant PI

For example:

```
document.write(Math.PI);
```

JS

Try it Yourself



Math has no constructor. There's no need to create a Math object first.

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