

Math 对象方法



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graph LR; A[Math 对象方法] --- B[获取极值]; A --- C[获取近似值]; A --- D[获取随机数]; B --- E[最大值: max]; B --- F[最小值: min]; C --- G[向上取整: ceil]; C --- H[向下取整: floor]; C --- I[四舍五入: round]; D --- J[random]
```

A mind map diagram with a central node 'Math 对象方法' in a yellow rounded rectangle. Three main branches extend from it: a green branch for '获取极值', a teal branch for '获取近似值', and a blue branch for '获取随机数'. The green branch further splits into '最大值: max' and '最小值: min'. The teal branch splits into '向上取整: ceil', '向下取整: floor', and '四舍五入: round'. The blue branch leads to 'random'.

获取极值

最大值: max

最小值: min

获取近似值

向上取整: ceil

向下取整: floor

四舍五入: round

获取随机数

random