

Mathematics GFG

1. Absolute Value

```
int absolute(int l) {  
    if (l<0){  
        return -l;  
    }  
    else{  
        return l;  
    }  
}
```

2. Convert Celsius To Fahrenheit

```
double cToF(int C)  
  
    {  
  
        return (C* 9/5) + 32 ;  
  
    }
```

3. Quadratic Equation Roots

```
void quadraticRoots(int a,int b, int c)  
  
    {  
  
        int D = (b*b) - 4*a*c;  
  
        if (D < 0){  
  
            printf("Imaginary");  
  
        }  
  
        else if (D == 0){  
  
            int x = floor(((-b) + sqrt(D))/(2*a));  
  
            printf("%d %d", x, x);  
  
        }  
  
        else if (D > 0){  
  
            int x = floor(((-b) + sqrt(D))/(2*a));  
  
            int y = floor(((-b) - sqrt(D))/(2*a));  
  
            printf("%d %d", x, y);  
  
        }  
  
    }
```

4. Factorial Of Number

```
#define ll long long
long long factorial (int N)
{
    ll res = 1;
    for (ll i = N; i > 0; i--){

        res *= i;
    }
    return res;
}
```

5. Digits In Factorial

```
int digitsInFactorial(int N)
{
    if (N < 0)
        return 0;
    if (N <= 1)
        return 1;

    double digits = 0;
    for (int i=2; i<=N; i++)
        digits += log10(i);
    return floor(digits) + 1;
}
```

6. GP Term

```
double termOfGP(int A,int B,int N)
{
    double r=(double)B/(double)A;
    return A*pow(r,N-1);
}
```

7. Primality Test

```
bool isPrime(int N)
{
    if (N <= 1)
        return false;

    for (int i = 2; i < N; i++)
        if (N % i == 0)
            return false;

    return true;
}
```

8. Addition Under Modulo

```

int sumUnderModulo(long long a,long long b)
{
    int M=1000000007;
    return (a%M+b%M)%M;
}

```

9. Multiplication Under Modulo

```

int multiplicationUnderModulo(long long a,long long b)
{
    int M=1000000007;
    return ( a%M)*(b%M)%M;
}

```

10. Modular Multiplicative Inverse

```

int modInverse(int a, int m)
{
    int num=-1;
    for(int i=1;i<=m;i++){
        if((i*a)%m==1){
            num=i;
            break;
        }
    }
    return num;
}

```