

Numeric Functions

Let us understand some of the common numeric functions we use with Python as programming language.

- We have functions even for standard operators such as `+`, `-`, `*`, `/` under a library called as `operator`. However, we use operators more often than functions.
 - `add` for `+`
 - `sub` for `-`
 - `mul` for `*`
 - `truediv` for `/`
- We can use `pow` for getting power value.
- We also have `math` library for some advanced mathematical operations.
- Also, we have functions such as `min`, `max` to get minimum and maximum of the numbers passed.

```
4 + 5
```

```
9
```

```
5 % 4
```

```
1
```

```
import operator
from operator import add, sub, mul, truediv
```

```
add?
```

```
Docstring: add(a, b) -- Same as a + b.
Type:      builtin_function_or_method
```

```
add(4, 5)
```

```
9
```

```
truediv(4, 5)
```

```
0.8
```

```
from operator import mod
```

```
mod(5, 4)
```

```
1
```

```
pow(2, 3) # This is also available under math library
```

```
8
```

```
pow?
```

```
Signature: pow(x, y, z=None, /)
Docstring:
Equivalent to x**y (with two arguments) or x**y % z (with three arguments)

Some types, such as ints, are able to use a more efficient algorithm when
invoked using the three argument form.
Type:      builtin_function_or_method
```

```
import math
```

`math.pow?`

Docstring:
`pow(x, y)`

Return x^y (x to the power of y).
Type: builtin_function_or_method

`math.ceil(4.4)`

5

`math.floor(4.7)`

4

`round(4.4)`

4

`round(4.7)`

5

`round(4.662, 2)`

4.66

`math.sqrt(2)`

1.4142135623730951

`math.pow(2, 3)`

8.0

`min?`

Docstring:
`min(iterable, *, default=obj, key=func) -> value`
`min(arg1, arg2, *args, *, key=func) -> value`

With a single iterable argument, return its smallest item. The default keyword-only argument specifies an object to return if the provided iterable is empty.
With two or more arguments, return the smallest argument.
Type: builtin_function_or_method

`min(2, 3)`

2

`max(2, 3, 5, 1)`

5