

JavaScript Math Methods - Cheat Sheet

Constants

Math.E

Math.PI

Math.SQRT2

Math.SQRT1_2

Math.LN2

Math.LN10

Math.LOG2E

Math.LOG10E

Basic Methods

Math.abs(x) - Absolute value of x

Math.ceil(x) - Rounds x UP

Math.floor(x) - Rounds x DOWN

Math.round(x) - Rounds x to nearest integer

Math.trunc(x) - Truncates the decimal part

Advanced Methods

Math.pow(x, y) - x raised to the power y

Math.sqrt(x) - Square root of x

Math.cbrt(x) - Cube root of x

Math.exp(x) - e^x

Math.log(x) - Natural log (base e) of x

Math.log10(x) - Base 10 log of x

Math.log2(x) - Base 2 log of x

Trigonometry

Math.sin(x)

Math.cos(x)

Math.tan(x)

Math.asin(x)

Math.acos(x)

Math.atan(x)

Math.atan2(y, x)

Min/Max & Random

Math.min(a, b, ...) - Smallest number

Math.max(a, b, ...) - Largest number

Math.random() - Random number between 0 and 1

Other Utilities

Math.sign(x) - -1, 0, or 1 depending on sign of x

Math.clz32(x) - Leading zero bits in 32-bit binary of x

Math.imul(a, b) - 32-bit multiplication

Math.fround(x) - Nearest 32-bit float representation

Math.hypot(...args)- Square root of sum of squares of args