

1. ``math`` - Provides mathematical functions and constants for performing various mathematical operations.
2. ``random`` - Allows you to generate random numbers, choose random elements from a sequence, and shuffle sequences.
3. ``datetime`` - Provides classes and functions for working with dates, times, and time intervals.
4. ``os`` - Offers a way to interact with the operating system, allowing you to perform tasks such as file and directory operations.
5. ``sys`` - Provides access to system-specific parameters and functions, allowing you to interact with the Python interpreter and the underlying operating system.
6. ``json`` - Enables encoding and decoding JSON data, making it easy to work with JSON files and APIs.
7. ``re`` - Provides regular expression matching operations, allowing you to search, match, and manipulate strings based on patterns.
8. ``collections`` - Offers additional data structures beyond the built-in ones, such as ``Counter``, ``deque``, ``namedtuple``, and ``defaultdict``.
9. ``csv`` - Allows you to read from and write to CSV files, making it easy to work with tabular data.
10. ``pickle`` - Provides a way to serialize and deserialize Python objects, allowing you to save and load data structures.

Here are some of the most important math functions available in the ``math`` module in Python:

1. ``abs(x)`` - Returns the absolute value of a number ``x``.
2. ``pow(x, y)`` or ``x ** y`` - Returns ``x`` raised to the power of ``y``.
3. ``sqrt(x)`` - Returns the square root of ``x``.
4. ``ceil(x)`` - Returns the smallest integer greater than or equal to ``x``.
5. ``floor(x)`` - Returns the largest integer less than or equal to ``x``.
6. ``round(x)`` - Returns ``x`` rounded to the nearest integer.
7. ``trunc(x)`` - Returns the truncated integer value of ``x``.
8. ``exp(x)`` - Returns the exponential value of ``x``.
9. ``log(x)`` - Returns the natural logarithm (base e) of ``x``.
10. ``log10(x)`` - Returns the base-10 logarithm of ``x``.
11. ``sin(x)``, ``cos(x)``, ``tan(x)`` - Returns the sine, cosine, and tangent of ``x``, respectively.
12. ``asin(x)``, ``acos(x)``, ``atan(x)`` - Returns the inverse sine, cosine, and tangent of ``x``, respectively.
13. ``degrees(x)`` - Converts an angle ``x`` from radians to degrees.
14. ``radians(x)`` - Converts an angle ``x`` from degrees to radians.

1. `random.random()`: Returns a random floating-point number between 0 and 1.
2. `random.randint(a, b)`: Returns a random integer between a and b (inclusive).
3. `random.choice(seq)`: Returns a random element from a sequence.
4. `random.shuffle(seq)`: Shuffles the elements in a sequence randomly.
5. `random.sample(population, k)`: Returns a random sample of k elements from a population.
6. `random.uniform(a, b)`: Returns a random floating-point number between a and b.
7. `random.seed(a=None)`: Initializes the random number generator with a given seed value.
8. `random.randrange(start, stop[, step])`: Returns a randomly selected element from the specified range.
9. `random.gauss(mu, sigma)`: Returns a random float using a Gaussian distribution with mean mu and standard deviation sigma.
10. `random.choice()` and `random.choices()`: These functions are used to randomly select one or multiple elements from a sequence with or without replacement, respectively.

1. `datetime.now()`: Returns the current date and time.
2. `datetime.date()`: Returns the date part of a datetime object.
3. `datetime.time()`: Returns the time part of a datetime object.
4. `datetime.strptime()`: Converts a string to a datetime object based on a specified format.
5. `datetime.strftime()`: Converts a datetime object to a string based on a specified format.
6. `datetime.timedelta()`: Represents a duration or difference between two dates or times.
7. `datetime.replace()`: Returns a new datetime object with specified components replaced.
8. `datetime.weekday()`: Returns the day of the week as an integer, where Monday is 0 and Sunday is 6.
9. `datetime.isoweekday()`: Returns the day of the week as an integer, where Monday is 1 and Sunday is 7.
10. `datetime.timestamp()`: Returns the number of seconds since January 1, 1970, as a floating-point number.

