





Functions

+ pi: float
+ tau: float
+ e: float

Statistics

+ abs(Number): Number
+ ceil(Float): Float
+ floor(Float): Float
+ log(Number, Number): Number
+ gcd(Int, Int): Int
+ lcm(Int, Int): Int

Trig

+ sin(Angle): Number
+ cos(Angle): Number
+ tan(Angle): Number
+ sec(Angle): Number
+ csc(Angle): Number
+ cot(Angle): Number
+ arcsin(Number): Angle
+ arccos(Number): Angle
+ arctan(Number): Angle
+ arcsec(Number): Angle
+ arccsc(Number): Angle
+ arccot(Number): Angle

Matrices

+ dotProduct(Matrix, Matrix): Matrix
+ identity(int, int): Matrix
+ empty(int, int): Matrix
+ inverse(Matrix): Matrix
+ rref(Matrix): Matrix

Series

+ arithmetic(Equation, int, int): Number
+ geometric(Equation, int, int): Number

