Methods:-

abs(x) — Returns the absolute (positive) value of x.

acos(x) — The arccosine of x, in radians.

asin(x) — Arcsine of x, in radians.

atan(x) — The arctangent of x as a numeric value.

atan2(y,x) — Arctangent of the quotient of its arguments.

ceil(x) — Value of x rounded up to its nearest integer.

cos(x) — The cosine of x (x is in radians).

exp(x) — Value of Ex.

floor(x) — The value of x rounded down to its nearest integer.

log(x) — The natural logarithm (base E) of x.

max(x,y,z,...,n) — Returns the number with the highest value.

min(x,y,z,...,n) — Same for the number with the lowest value.

pow(x,y) — X to the power of y.

random() — Returns a random number between 0 and 1.

round(x) — The value of x rounded to its nearest integer.

sin(x) — The sine of x (x is in radians).

sqrt(x) — Square root of x.

tan(x) — The tangent of an angle.

Properties:-

E — Euler's number

LN2 — The natural logarithm of 2

LN10 — Natural logarithm of 10

LOG2E — Base 2 logarithm of E

LOG10E — Base 10 logarithm of E

PI — The number PI

SQRT1_2 — Square root of 1/2

SQRT2 — The square root of 2