The `math.h` header file

math.h is a header file in the standard library of the C programming language designed for basic mathematical operations. Most of the functions involve the use of floating point numbers. C++ also implements these functions for compatibility reasons and declares them in the header `cmath` (the C99 functions are not available in the current C++ standard, C++ 98).

All functions that take or return an angle work in radians.

All functions take `double`s for floating-point arguments, unless otherwise specified. In C99, to work with `float`s or `long double`s, append an `f` or an `l` to the name, respectively.

Name	Description
cbrt(x)	cube root
ceil(x)	ceiling
cos(x)	cosine
exp(x)	exponential function
fabs(x)	absolute value of a floating point number
floor(x)	floor
fmod(x, y)	floating point remainder
log(x)	natural logarithm
log10(x)	base 10 logarithm
pow(x, y)	raise x to the power of y
sin(x)	sine
sqrt(x)	square root
tan(x)	tangent
fmax(x, y)	largest value of *x* and *y*
fmin(x, y)	smallest value of x and y

To use these functions in your program, you will need to include the `math.h` header file in your source code.

```c
#include<stdio.h>
#include<math.h>
int main()
{
    int a = 144;
    printf("The square root of %d id %.2f", a, sqrt(a));
    return 0;
}
```