**POW**

**…………**

const result = Math.pow(3,4);

console.log(result);

**ABS**

**…………**

const num1 = 25;

const num2 = 45;

const gap = Math.abs(num1-num2);

console.log(gap);

**ROUND**

**…………**

const number = 2.45696;

const fullNumber = Math.round(number);

console.log(fullNumber);

**CEIL**

**…………**

const number = 2.45696;

const nweNumber = Math.ceil(number);

console.log(nweNumber);

**FLOOR**

**…………**

const number = 2.45696;

const nweNumber = Math.floor(number);

console.log(nweNumber);

**RANDOM**

**……………….**

**Setp 01**

console.log(Math.random());

**Setp 02**

const randm = Math.random()\*100;

console.log(randm);

**Setp 03**

const randm = Math.round(Math.random()\*100);

console.log(randm);