**Java Math class methods:**

Absolute number: --- Math.abs(2343.34);

Maximum value of two number: ---- Math.max(35,95));

Minimum value of two number: ---- Math.min(3,.5));

Ceil value of a number: --- Math.ceil(35.9));

Floor value of a number: ---- Math.floor(35.9));

Round number of a given number: --- Math.round(59.1));

Next down value of a given number: ---- Math.nextDown(4));

**Java Random class methods:**

public void ranNumber()

{

Random r=new Random();

int i=r.nextInt(bound);

return i;

}