Number & Math

Module in JS

```
console.log(Math.max(10, 20, 30)); // 30
console.log(Math.min(10, 20, 30)); // 10

console.log(Math.random()); // 0 to 1 - return random number
console.log(Math.random() * 10); // 0 to 10
```

```
 5    // explcit define
 6    const balance= new Number (7389)
 7    console.log(balance);
 8
 9    console.log(balance.toString().length);
10    console.log(balance.toFixed(2));          //decimals 73689.00
11
12
13    //precision
14    const otherNumber= 234.84754
15    console.log(otherNumber.toPrecision(5));
16    console.log(otherNumber.toPrecision(2));
17
18
19    // tolocalString ; commas
20    const hundreds= 100000000
21    console.log(hundreds.toLocaleString());
22    console.log(hundreds.toLocaleString('en-IN'));
23
```

```javascript
// Math is obj
console.log(Math);

// - convert into +
console.log(Math.abs(-4));

// round off
console.log(Math.round(4.8));
console.log(Math.round(4.2));

console.log(Math.ceil(4.2));     //5
console.log(Math.ceil(4.9));     //5
console.log(Math.floor(4.2));    //4
console.log(Math.floor(4.9));    //4


// random
console.log(Math.random());
console.log((Math.random()*10)+ 1);
```