**Math.abs(a) // the absolute value of a**

Math.acos(a) // arc cosine of a

Math.asin(a) // arc sine of a

Math.atan(a) // arc tangent of a

Math.atan2(a,b) // arc tangent of a/b

**Math.ceil(a) // integer closest to a and not less** than a i.e. rounds a no. to upward to its nearest no.

**Math.cos(a) // cosine of a**

**Math.exp(a) // exponent of a**

**Math.floor(a) // integer closest to and not greater** than a i.e. rounds a no. to downward to its nearest no.

**Math.log(a) // log of a base e**

**Math.max(a,b) // the maximum of a and b**

**Math.min(a,b) // the minimum of a and b**

**Math.pow(a,b) // a to the power b**

**Math.random() // pseudorandom number in the range 0 to 1**

**Math.round(a) // integer closest to a**

**Math.sin(a) // sine of a**

**Math.sqrt(a) // square root of a**

Math.tan(a) // tangent of a