

# Math





# Topics

Introduction to math object

Math object methods

- .abs(),
- .ceil(),
- .floor(),
- .round(),
- .max(),
- .min(),
- .pow(),
- .sqrt(),
- .random()
- .PI
- .sin()
- .cos()
- .tan()
- .log()
- .exp()



# Introduction to math object



# Math object methods

## 1. .abs()

Syntax: `Math.abs(number);`



# Math object methods

## 2) .ceil()

Syntax: `Math.ceil(number);`





# Math object methods

## 3) .floor()

Syntax: `Math.floor(number);`



# Math object methods

## 4) .round()

Syntax: `Math.round(number);`



# Math object methods

## 5) .max()

**Syntax:** `Math.max(number1, number2, ...);`





## Math object methods

### 6) .min()

**Syntax:** `Math.min(number1, number2, ...);`



# Math object methods

## 7) .pow()

Syntax: `Math.pow(base, exponent);`



# Math object methods

## 8) .sqrt()

Syntax: `Math.sqrt(number);`



# Math object methods

## 9) .random()

Syntax: `Math.random();`



# Math object methods

## 10) .PI

Syntax:

```
Math.PI;
```





# Math object methods

## 11) .sin()

Syntax:

```
Math.sin();
```



# Math object methods

## 12) .cos()

Syntax: `Math.cos();`



# Math object methods

## 13) .tan()

Syntax: `Math.tan();`



# Math object methods

## 13) .log()

Syntax: `Math.log();`



# Math object methods

## 14) .exp()

Syntax: `Math.exp();`





▶ **THANK YOU** ◀