

Math类

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Math类



Math类在java.lang包中,使用该类时不需要import语句



Math类是最终类,不允许其它类继承并 重写它的方法



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Math类包含了很多用于数值计算的基本操作方法

• 例如求平方根、求绝对值、生成随机数等

Math类的方法都是静态方法,类名可以直接调用,不需要创建Math类的对象

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Math类的静态常量

Math类包含两个静态常量

E: 自然对数的底

PI: 圆周率



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Math类的常用静态方法

public static double sin(double a)

//求正弦

将sin替换为con、tan、asin、acos、atan,可以求余弦、正切、反正弦、反余弦和反正切

public static double toRadians(double angdeg)

角度换算成弧度

public static double toDegrees(double angrad)

弧度换算成角度



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Math类的常用静态方法

public static double exp(double a)

求e的a次幂

public static double log(double a)

求a的自然对数

public static double sqrt(double a)

求a的平方根

public static double rint(double a)

对a四舍五入

public static double pow(double a, double b)

求a的b次幂



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Math类的常用静态方法

public static int abs(int a)

求a的绝对值 其中的int可以替换为其他数值型的数据类型 public static int max(int a, int b)

求两个数的最大值 public static int min(int a, int b)

求两个数的最小值 public static double random()

求一个[0, 1)之间的随机数



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Math类练习

生成10个[0,1)之间的随机数,并且求其平均值

```
public class TestRandom{
  public static void main(String[] args){
      double sum = 0.0, r;
      int n = 10;
      System.out.println(n+"个随机数是:
      for (int i=0; i< n; i++){
        r = Math.random();
        sum += r;
        System.out.println(r);
     double average = sum / n;
      System.out.println("平均值是:
                                    "+average);
```





Math类练习

生成一个[1,10]之间的随机整数

```
public class TestRandom1
{
    public static void main(String[] args)
    {
        int r;
        r = (int)(Math.random()*10)+1;
        System.out.print("随机数是: "+r+"");
    }
}
```

