

Lesson 8: Math Class

One of the most useful methods of the *Math* class is *sqrt()* ...which means square root. For example, if we want to take the square root of 17 and store the result in *p*, do the following:

```
double p = Math.sqrt(17);
```

Notice that we must store the result in a *double*.... *p* in this case. We must store in a *double* since square roots usually don't come out even.

Signature of a method:

Below we will give the description of some methods of the *Math* class... along with the signatures of the method. First, however, let's explain the meaning of **signature** (also called a **method declaration**). Consider the signature of the *sqrt()* method:

```
double sqrt( double x )
|         |         |
type returned method name type of parameter we send to the method
```

Method	Signature	Description
abs	int abs(int x)	Returns the absolute value of x
abs	double abs(double x)	Returns the absolute value of x
pow	double pow(double b, double e)	Returns b raised to the e power
sqrt	double sqrt(double x)	Returns the square root of x
ceil	double ceil(double x)	Returns next highest whole number from x
floor	double floor(double x)	Returns next lowest whole number from x
min	double min(double a, double b)	Returns the smaller of a and b
max	double max(double a, double b)	Returns the larger of a and b
min	int min(int a, int b)	Returns the smaller of a and b
max	int max(int a, int b)	Returns the larger of a and b
random	double random()	Returns a random double (range $0 \leq r < 1$)
round	long round(double x)	Returns x rounded to nearest whole number
PI	double PI	Returns 3.14159625.....

(For both *min* and *max* there are also versions that both accept and return types *float*, *short*, and *long*.)

Now, we offer examples of each (most of these you can do on a calculator for verification):

- double d = -379.22;
System.out.println(Math.abs(d)); //**379.22**
- double b = 42.01;
double e = 3.728;
System.out.println (Math.pow(b, e)); //**1126831.027**
- double d = 2034.56;

```
System.out.println( Math.sqrt(d) ); //45.10609715
```

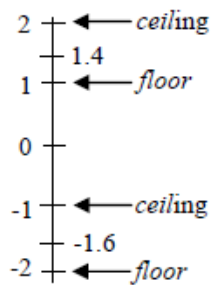
```
4. double d = 1.4;  
   System.out.println( Math.ceil(d) ); //2.0
```

```
5. double d = -1.6;  
   System.out.println( Math.ceil(d) ); //-1.0
```

```
6. double d = 1.4;  
   System.out.println( Math.floor(d) ); //1.0
```

```
7. double d = -1.6;  
   System.out.println( Math.floor(d) ); //-2.0
```

The last four examples illustrating *floor* and *ceiling* are best understood with the following drawing:



Just think of the *ceiling* as it is in a house... on top. Likewise, think of the *floor* as being on the bottom.

Therefore, *Math.ceil(-1.6)* being *-1* makes perfect sense since *-1* is above. Similarly, *-2* is below *-1.6* so it makes sense to say that *-2* is *Math.floor(-1.6)*.

```
8. double d = 7.89;  
   System.out.println(Math.log(d)); //2.065596135 ...log is base e.
```

```
9. double x = 2038.5;  
   double y = -8999.0;  
   System.out.println( Math.min(x,y) ); //-8999.0
```

```
10. double x = 2038.5;  
     double y = -8999.0;  
     System.out.println( Math.max(x,y) ); //2038.5
```

```
11. double x = 148.2;  
     System.out.println( Math.round(x) ); //148  
     double x = 148.7;  
     System.out.println( Math.round(x) ); //149  
     double x = -148.2;  
     System.out.println( Math.round(x) ); //-148  
     double x = -148.7;  
     System.out.println( Math.round(x) ); //-149
```

12. `System.out.println(Math.PI); //3.14159265...`

Advanced *Math* methods:

Below are some additional *Math* methods that advanced math students will find useful:

Method	Signature	Description
<code>log</code>	<code>double log(double x)</code>	Returns log base e of x
<code>sin</code>	<code>double sin(double a)</code>	Returns the sine of angle a... a is in rad
<code>cos</code>	<code>double cos(double a)</code>	Returns the cosine of angle a... a is in rad
<code>tan</code>	<code>double tan(double a)</code>	Returns the tangent of angle a... a is in rad
<code>asin</code>	<code>double asin(double x)</code>	Returns arcsine of x...in range -PI/2 to PI/2
<code>acos</code>	<code>double acos(double x)</code>	Returns arccosine of x...in range 0 to PI
<code>atan</code>	<code>double atan(double x)</code>	Returns arctan of x. in range -PI/2 to PI/2
<code>toDegrees</code>	<code>double toDegrees(double angRad)</code>	Converts radians into degrees
<code>toRadians</code>	<code>double toRadians(double angDeg)</code>	Converts degrees into radians