

2.7 (Skip)

2.8 Methods of the math class

Result type	methods & parameters	what it does
int	Math.abs(int a)	a
double	Math.abs(double a)	
double	Math.pow(double a, double b)	a^b
double	Math.sqrt(double a)	\sqrt{a}
double	Math.random()	Returns a random in range [0.0, 1.0)

Scaling a random into a range

$$\text{int } x = (\text{int})(\text{Math.random()} * \text{Range Width}) + \text{Range Shift}$$

Example: Generate a number between 50 and 55

$$\text{int } x = (\text{int})(\text{Math.random()} * \underline{6}) + \underline{50}$$