



MATH CLASS

zyBook 2.16, zyBook 2.17

MATH CLASS

- Math class is part of the Java Class Libraries – java.lang (default package)
- Math class has predefined constants and common mathematical functions
- <https://docs.oracle.com/javase/8/docs/api/java/lang/Math.html>

Method Summary

All Methods	Static Methods	Concrete Methods
Modifier and Type		Method and Description
static double		abs (double a) Returns the absolute value of a double value.
static float		abs (float a) Returns the absolute value of a float value.
static int		abs (int a) Returns the absolute value of an int value.
static long		abs (long a) Returns the absolute value of a long value.

HOW TO USE MATH CLASS

Since the mathematical methods and constants are in another class, we use *dot notation* to call them:

- `<class name>.<method>(<parameters>)`
 - `Math.sqrt(4);`
- `<class name>.<constant>`
 - `Math.E`
 - `Math.PI`

Constant	Description
E	base used in natural logarithms (2.71828. . .)
PI	ratio of circumference of a circle to its diameter (3.14159 . . .)

Method	Description	Example
<code>abs</code>	absolute value	<code>Math.abs(-308)</code> returns 308
<code>ceil</code>	ceiling (rounds upward)	<code>Math.ceil(2.13)</code> returns 3.0
<code>cos</code>	cosine (radians)	<code>Math.cos(Math.PI)</code> returns -1.0
<code>exp</code>	exponent base e	<code>Math.exp(1)</code> returns 2.7182818284590455
<code>floor</code>	floor (rounds downward)	<code>Math.floor(2.93)</code> returns 2.0
<code>log</code>	logarithm base e	<code>Math.log(Math.E)</code> returns 1.0
<code>log10</code>	logarithm base 10	<code>Math.log10(1000)</code> returns 3.0
<code>max</code>	maximum of two values	<code>Math.max(45, 207)</code> returns 207
<code>min</code>	minimum of two values	<code>Math.min(3.8, 2.75)</code> returns 2.75
<code>pow</code>	power (general exponentiation)	<code>Math.pow(3, 4)</code> returns 81.0
<code>random</code>	random value	<code>Math.random()</code> returns a random double value k such that $0.0 \leq k < 1.0$
<code>round</code>	round real number to nearest integer	<code>Math.round(2.718)</code> returns 3
<code>sin</code>	sine (radians)	<code>Math.sin(0)</code> returns 0.0
<code>sqrt</code>	square root	<code>Math.sqrt(2)</code> returns 1.4142135623730951
<code>toDegrees</code>	converts from radians to degrees	<code>Math.toDegrees(Math.PI)</code> returns 180.0
<code>toRadians</code>	converts from degrees to radians	<code>Math.toRadians(270.0)</code> returns 4.71238898038469


```
1 import java.util.Scanner;
2
3 /**
4  * This program prompts the user for an integer than prints the square and
5  * square root of that int along with PI times that int
6  * @author Jessica Young Schmidt
7  */
8 public class InfoAboutNumber {
9     /**
10     * Starts the program.
11     * @param args command line arguments
12     */
13     public static void main(String[] args) {
14         Scanner in = new Scanner(System.in);
15
16         System.out.print("Enter an integer: ");
17         int val = in.nextInt();
18
19         System.out.println("\nYou entered: " + val);
20
21         System.out.println(val + " squared: " + Math.pow(val, 2));
22
23         System.out.println("Square root of " + val + ": " + Math.sqrt(val));
24
25         System.out.println("PI * " + val + ": " + (Math.PI * val));
26
27         in.close();
28     }
29 }
```

```
$ javac -d bin -cp bin src/InfoAboutNumber.java
```

```
$ java -cp bin InfoAboutNumber
```

```
Enter an integer: 5
```

```
You entered: 5
```

```
5 squared: 25.0
```

```
Square root of 5: 2.23606797749979
```

```
PI * 5: 15.707963267948966
```