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Java Math

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The Java Math class has many methods that allows you to perform mathematical tasks on numbers.

Math.max(*x,y*)

The `Math.max(x,y)` method can be used to find the highest value of *x* and *y*:

Example

```
Math.max(5, 10);
```

Try it Yourself »

Math.min(*x,y*)

The `Math.min(x,y)` method can be used to find the lowest value of *x* and *y*:

Example

```
Math.min(5, 10);
```

Try it Yourself »

Math.sqrt(*x*)

The `Math.sqrt(x)` method returns the square root of *x*:

Example

```
Math.sqrt(64);
```

Try it Yourself »

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Math.abs(*x*)

The `Math.abs(x)` method returns the absolute (positive) value of *x*:

Example

```
Math.abs(-4.7);
```

Try it Yourself »

Random Numbers

`Math.random()` returns a random number between 0.0 (inclusive), and 1.0 (exclusive):

Example

```
Math.random();
```

Try it Yourself »

To get more control over the random number, for example, if you only want a random number between 0 and 100, you can use the following formula:

Example

```
int randomNum = (int)(Math.random() * 101);  // 0 to 100
```

Try it Yourself »

Complete Math Reference

For a complete reference of Math methods, go to our <u>Java Math Methods Reference</u>.

Test Yourself With Exercises

Exercise:

Use the correct method to find the **highest value** of x and y.

```
int x = 5;
int y = 10;
Math.    (x, y);
```

Submit Answer »

<u>Start the Exercise</u>

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