CHEAT SHEET FOR MATH

.round() :

The round() method of Math object return number rounded to its nearest number.

```
Ex:   console.log(Math.round(1.2));
      console.log(Math.round(1.5));
      console.log(Math.round(1.8));

O/P:  1
      2
      2
```

.ceil() :

The ceil() method of Math object return value of number rounded up to its nearest integer.

```
Ex:   console.log(Math.ceil(1.2));
      console.log(Math.ceil(1.5));
      console.log(Math.ceil(1.8));
      console.log(Math.ceil(-1.8));

O/P:  2
      2
      2
      -1
```

.floor() :

The floor() method of Math object return value of number rounded down to its nearest integer.

```
Ex:   console.log(Math.floor(1.2));
      console.log(Math.floor(1.5));
      console.log(Math.floor(1.8));
      console.log(Math.floor(-1.8));

O/P:  1
      1
      1
      -2
```

.sign() :

The sign() method of Math object return 1 if number is positive, -1 if number is negatie else returns 0. So, sign() method returns sign of number.

Ex:
```
console.log(Math.sign(10));
console.log(Math.sign(-10));
```

O/P:
```
1
-1
```

.pow(x, y) :

The pow() method of Math object returns the value of x to the power of y.

Ex:
```
console.log(Math.pow(2,2));
console.log(Math.pow(3,3));
```

O/P:
```
4
27
```

.sqrt() :

The sqrt() method of Math object return the square root of number passed as a parameter.

Ex:
```
console.log(Math.floor(4));
console.log(Math.floor(5));
```

O/P:
```
2
2.23606797749979
```

.min() :

The min() method of Math object can be used to find the lowest value in a list of arguments.

Ex:
```
console.log(Math.min(4, 3, 6, 7, 2, 10, 1));
```

O/P:
```
1
```

.max() :

The min() method of Math object can be used to find the highest value in a list of arguments.

Ex: console.log(Math.max(4, 3, 6, 7, 2, 10, 1));

O/P: 10

.random() :

The random() method of Math object returns a random number between 0(inclusive) and 1(exclusive).

Ex: console.log(Math.random());
console.log(Math.random());

O/P: 0.8570096559334748
0.5316847718277504

.abs() :

The abs() method of Math object returns the positive value of passed number.

Ex: console.log(Math.abs(-4.0));
console.log(Math.abs(-4.5));

O/P: 4
4.5

.sin() & .cos() :

The sin() and cos() returns sine (a value between 1 and -1) and cosine (a value between 1 and -1) respectively of the anlgt. Here anglr is given in radians.

Ex: console.log(Math.sin(90 * Math.PI / 180));
console.log(Math.cos(90 * Math.PI / 180))

O/P: 1
0