**Math.h**

Math.h (ceil function)

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| // C code to illustrate  // the use of ceil function.  #include <stdio.h>  #include <math.h>  int main()  {  float val1, val2, val3, val4;  val1 = 1.6;  val2 = 1.2;  val3 = -2.8;  val4 = -2.3;  printf("value1 = %.1lf\n", ceil(val1));  printf("value2 = %.1lf\n", ceil(val2));  printf("value3 = %.1lf\n", ceil(val3));  printf("value4 = %.1lf\n", ceil(val4));  return(0);  } |

Math.h (floor function)

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| // C code to illustrate  // the use of floor function  #include <stdio.h>  #include <math.h>  int main()  {  float val1, val2, val3, val4;  val1 = 1.6;  val2 = 1.2;  val3 = -2.8;  val4 = -2.3;  printf("Value1 = %.1lf\n", floor(val1));  printf("Value2 = %.1lf\n", floor(val2));  printf("Value3 = %.1lf\n", floor(val3));  printf("Value4 = %.1lf\n", floor(val4));  return(0);  } |

Math.h (absolute function)

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| // C code to illustrate  // the use of fabs function  #include <stdio.h>  #include <math.h>  int main()  {  int a, b;  a = 1234;  b = -344;  printf("The absolute value of %d is %lf\n", a, fabs(a));  printf("The absolute value of %d is %lf\n", b, fabs(b));  return(0);  } |

Math.h (Remainder function)

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| // C code to illustrate  // the use of fmod function  #include <stdio.h>  #include <math.h>  int main()  {  float a, b;  int c;  a = 8.2;  b = 5.7;  c = 3;  printf("Remainder of %f / %d is %lf\n", a, c, fmod(a, c));  printf("Remainder of %f / %f is %lf\n", a, b, fmod(a, b));  return(0);  } |

Math.h (square root function)

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| // C code to illustrate  // the use of sqrt function  #include <stdio.h>  #include <math.h>  int main()  {  printf("Square root of %lf is %lf\n", 225.0, sqrt(225.0));  printf("Square root of %lf is %lf\n", 300.0, sqrt(300.0));  return(0);  } |

Math.h (power function)

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| // C code to illustrate  // the use of pow function  #include <stdio.h>  #include <math.h>  int main()  {  printf("Value 8.0 ^ 3 = %lf\n", pow(8.0, 3));  printf("Value 3.05 ^ 1.98 = %lf", pow(3.05, 1.98));  return(0);  } |