/\*

math Object

 round()

 ceil()

 floor()

 min()

 max()

 pow()

 random()

 trunc() [Es6]

\*/

console.log(Math.round(99.2));

// it takes the closest num so the 99.2 will be 99.0

console.log(Math.round(99.5));

// here the same thing it will take the closest num so it would be from 99.5 to 100

console.log(Math.ceil(99.2));

// the ceil is a ceiling it takes the number variable/kosor to the highest point so the 99.2 will be 100

console.log(Math.floor(99.9));

// the floor is the buttom it takes the number variables to the lowest point so the 99.9 will be a 99.0

console.log(Math.min(10, 20, 100, -100, 90));

// here the min takes the lowest number which is the -100

console.log(Math.max(10, 20, 100, -100, 90));

// here the max takes the highest number which is the 100

console.log(Math.pow(2, 4));

// this is os 2 \* 2 \* 2 \* 2

console.log(Math.random());

// random gives u random numbers everytime u refresh

console.log(Math.trunc(99.5));

// the trunc removes the kosor completliy