

4H Programming

Go to <https://js.do/>

erase everything on the left:

type this and click run:

```
<script>
```

```
var x = Math.PI;
```

```
document.write(x);
```

```
</script>
```

4H Programming

type this and click run:

```
<script>
```

```
var x = Math.round(4.4);
```

```
document.write(x);
```

```
</script>
```

```
<script>
```

```
var x = Math.ceil(4.4);
```

```
document.write(x);
```

```
</script>
```

```
<script>
```

```
var x = Math.floor(4.4);
```

```
document.write(x);
```

```
</script>
```

4H Programming

type this and click run:

```
<script>

var x = Math.pow(8,2);

document.write(x);

</script>
```

type this and click run:

```
<script>

var x = Math.sqrt(144);

document.write(x);

</script>
```

4H Programming

type this and click run:

```
<script>  
  
var x = Math.min(0, 150, 30, 20, -8, -200);  
  
document.write(x);  
  
</script>  
  
#same with max
```

type this and click run:

```
<script>  
  
var x = Math.random();  
  
document.write(x);  
  
</script>
```

4H Programming

type this and click run:

```
<script>

var x = Math.random()
document.write("My random number = " + x);

var y = x * 10;
document.write("<br><br>My random number times 10 = " + y);

var z = Math.floor(y);
document.write("<br><br>the floor of x * 10 = " + z);

</script>
```

type this and click run:

```
<script>

function getRndInteger(min, max) {
    return Math.floor(Math.random() * (max - min + 1) ) + min;
}

document.write(getRndInteger(20,50));

</script>
```