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JavaScript Math Object

Math object allow to perform Mathmatical task.

a) PI

```
console.log (Math.PI); ⇒ 3.14159 26535 8979 3
```

b) Math.round ()

return value x rounded to nearest integers.

```
let num 10.2565;
console.log (Math.round(num)); ⇒ 10
                10.8           ⇒ 11
```

c) Math.pow ()

Math pow(x, y) returns the value of x to the power y

```
console.log (Math.pow (2,3)); ⇒ 2^3 ⇒ 8

console.log (2**3) ; ⇒ 2^3 ⇒ 8
```

d) Math.sqrt ()

Math.sq(x) returns the squar root of x;

```
Consol.log (Math.sqrt (25)); ⇒ 5
Console.log (Math.sqrt (81)); ⇒ 9
Console.log (Math.sqrt (66)); ⇒ 8.12345
```

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e) Math.abs()

Math.abs (x) returns the absolute (positive) value of x.

```
console.log (Math.abs (-55));      ⇒ 55
console.log (Math.abs (-55.5));    ⇒ 55.5
console.log (Math.abs (-955));     ⇒ 955
★ console.log (Math.abs (4-6));    ⇒ 2
```

f) Math.ceil()

return (x) valued rounded up nearest integer.

```
console.log (Math.ciel (4.51));    ⇒ 5
console.log (Math.round (4.51));   ⇒ 5

console.log (Math.ciel (99.1));    ⇒ 100
console.log (Math.round (99.1));   ⇒ 99
```

g) Math.floor()

return (x) round down nearest integer.

```
console.log (Math.floor (4.7));    ⇒ 4
console.log (Math.flour (99.1));   ⇒ 9
```

h) Math.min()

It is used to find minimum value argument.

```
console.log (Math.min (0, 150, 30, 20, -8, -200));
```

⇒ -200

i) Math.max()

It used to find maximum value argument.

```
console.log (Math.max (0, 150, 30, 20, -8, -200));
```

150

J) Math.random()

Return a random numbers 0 (inclusive), and 1 (exclusive)

All change

```
console.log (Math.random());      ⇒ 0.424126...
console.log (Math.random()*10);
```

use floor

```
console.log (Math.floor (Math.random()*10));
```

output ⇒ 0 to 9

K) Math.Trunc()

Method only return only integer

```
console.log (Math.trunc (4.6));     ⇒ 4
console.log (Math.trun (-99.1));    ⇒ -99
```

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practice Time

⇒ If the argument is a positive number, Math.trunc() is equivalent to Math.floor(), otherwise Math.trunc() is equivalent to Math.ciel().

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