

---

---

# Lesson 3

---

---



**Mridul Gain**  
[mridulgain@gmail.com](mailto:mridulgain@gmail.com)  
[linkedin.com/in/mridulgain](https://www.linkedin.com/in/mridulgain)

# JS Math Library

# JS Math constants

Math.E // returns Euler's number

Math.PI // returns PI

Math.SQRT2 // returns the square root of 2

Math.SQRT1\_2 // returns the square root of 1/2

Math.LN2 // returns the natural logarithm of 2

Math.LN10 // returns the natural logarithm of 10

Math.LOG2E // returns base 2 logarithm of E

Math.LOG10E // returns base 10 logarithm of E



**Mridul Gain**

[mridulgain@gmail.com](mailto:mridulgain@gmail.com)

[linkedin.com/in/mridulgain](https://www.linkedin.com/in/mridulgain)

# Math functions

`Math.abs(-5.6)`

`Math.random()`

`Math.sqrt(4)`

`Math.ceil(3.2)`

`Math.floor(9.99), Math.floor(-9.99)`

`Math.round(7.25)`

`Math.max(1, 3, 2)`

`Math.min(-1, -3, -2)`

`Math.pow(3, 2)`

`Math.sin(90 * Math.PI / 180)`

`Math.cos(90 * Math.PI / 180)`



**Mridul Gain**

[mridulgain@gmail.com](mailto:mridulgain@gmail.com)

[linkedin.com/in/mridulgain](https://www.linkedin.com/in/mridulgain)

# Math functions

<code>Math.abs(-5.6)</code>	5.6
<code>Math.random()</code>	Any real number between 0, 1
<code>Math.sqrt(4)</code>	2
<code>Math.ceil(3.2)</code>	4
<code>Math.floor(9.99), Math.floor(-9.99)</code>	9, -10
<code>Math.round(7.25)</code>	7
<code>Math.max(1, 3, 2)</code>	3
<code>Math.min(-1, -3, -2)</code>	-3
<code>Math.pow(3, 2)</code>	9
<code>Math.sin(90 * Math.PI / 180)</code>	1
<code>Math.cos(0 * Math.PI / 180)</code>	1



**Mridul Gain**

[mridulgain@gmail.com](mailto:mridulgain@gmail.com)

[linkedin.com/in/mridulgain](https://www.linkedin.com/in/mridulgain)

# Using Math.random to generate any number

- Generate any integer within given range

```
function getRandomInt(max) {  
    return Math.celi(Math.random() * max);  
}
```



**Mridul Gain**

[mridulgain@gmail.com](mailto:mridulgain@gmail.com)

[linkedin.com/in/mridulgain](https://www.linkedin.com/in/mridulgain)

# Generate random color

- RGB representation
- Generate 3 random numbers in range 0 to 255
- Create a color in rgb(x, y, z) format
- Selecting element for coloring
  - Body background: `document.body.style.backgroundColor`
- Create a button and add an onclick event to change color interactively.



**Mridul Gain**

[mridulgain@gmail.com](mailto:mridulgain@gmail.com)

[linkedin.com/in/mridulgain](https://www.linkedin.com/in/mridulgain)

# JS boolean

- Boolean()
- Everything without a value considered as false
  - zero
  - Empty string
  - Undefined null
    - `var x; Boolean(x);`
  - Null
  - False
  - NaN



**Mridul Gain**

[mridulgain@gmail.com](mailto:mridulgain@gmail.com)

[linkedin.com/in/mridulgain](https://linkedin.com/in/mridulgain)



# Comparison

- If
- If else
- Nested if else
- Switch case



**Mridul Gain**  
[mridulgain@gmail.com](mailto:mridulgain@gmail.com)  
[linkedin.com/in/mridulgain](https://www.linkedin.com/in/mridulgain)