Math object cheat sheet

Number constants

Here are some of the built-in number constants that exist on the Math object:

- The PI number: `Math.PI`
- The Euler's constant: `Math.E`
- The natural logarithm of 2: `Math.LN2`

Rounding methods

These include:

- `Math.ceil()` - rounds up to the closest integer
- `Math.floor()` - rounds down to the closest integer
- `Math.round()` - rounds up to the closest integer if the decimal is `.5` or above; otherwise, rounds down to the closest integer
- `Math.trunc()` - trims the decimal, leaving only the integer

Arithmetic and calculus methods

Here is a non-conclusive list of some common arithmetic and calculus methods that exist on the `Math` object:

- `Math.pow(2,3)` - calculates the number `2` to the power of `3`, the result is `8`
- `Math.sqrt(16)` - calculates the square root of `16`, the result is `4`
- `Math.cbrt(8)` - finds the cube root of `8`, the result is `2`
- `Math.abs(-10)` - returns the absolute value, the result is `10`
- Logarithmic methods: `Math.log()`, `Math.log2()`, `Math.log10()`
- Return the minimum and maximum values of all the inputs: `Math.min(9,8,7)` returns `7`, `Math.max(9,8,7)` returns `9`.
- Trigonometric methods: `Math.sin()`, `Math.cos()`, `Math.tan()`, etc.