

TUTORIAL 3: MATH OPERATION IN C++

C++ has many functions that allows you to perform mathematical tasks on numbers.

cmath library is required for this operations.

Example:

```
#include <cmath>
```

```
cout << sqrt(64);
```

```
cout << round(2.6);
```

round(2.6) = 3, round(2.2) = 2, round(2.5) = 3

```
cout << log(2);
```

Note : This is natural log ln

For use base 10 : log10(2) it provides answer of log(given value) base 10

| Function | Description |
|----------|--|
| abs(x) | Returns the absolute value of x abs(-1) = 1, provide positive absolute value |
| acos(x) | Returns the arccosine of x |
| asin(x) | Returns the arcsine of x |
| atan(x) | Returns the arctangent of x |
| cbrt(x) | Returns the cube root of x |
| ceil(x) | Returns the value of x rounded up to its nearest integer Nearest next integer side (Ceiling) |
| cos(x) | Returns the cosine of x |
| cosh(x) | Returns the hyperbolic cosine of x |
| exp(x) | Returns the value of Ex |
| expm1(x) | Returns ex -1 |
| fabs(x) | Returns the absolute value of a floating x |

| | | |
|--------------|---|------------------------------------|
| fdim(x, y) | Returns the positive difference between x and y | Working with floating point number |
| floor(x) | Returns the value of x rounded down to its nearest integer | Nearest integer toward zero side |
| hypot(x, y) | Returns sqrt(x ² + y ²) without intermediate overflow or underflow | |
| fma(x, y, z) | Returns x*y+z without losing precision | |
| fmax(x, y) | Returns the highest value of a floating x and y | |
| fmin(x, y) | Returns the lowest value of a floating x and y | |
| fmod(x, y) | Returns the floating point remainder of x/y | |
| pow(x, y) | Returns the value of x to the power of y | |
| sin(x) | Returns the sine of x (x is in radians) | |
| sinh(x) | Returns the hyperbolic sine of a double value | |
| tan(x) | Returns the tangent of an angle | |
| tanh(x) | Returns the hyperbolic tangent of a double value | |

CODE :

```
cout << round(2.1) << " , " << ceil(2.1) << " , " << floor(2.1) << endl;
cout << round(2.5) << " , " << ceil(2.5) << " , " << floor(2.5) << endl;
cout << round(2.9) << " , " << ceil(2.9) << " , " << floor(2.9) << endl;
```

OUTPUT:

2 , 3 , 2
3 , 3 , 2
3 , 3 , 2