let number1 = -4.7;

let number2 = 3;

let number3 = 16;

let angle = Math.PI / 4; // 45 degrees in radians

// Returns the absolute value of number1

console.log("Math.abs(number1): " + Math.abs(number1)); // 4.7

// Returns the smallest integer greater than or equal to number1

console.log("Math.ceil(number1): " + Math.ceil(number1)); // -4

// Returns the largest integer less than or equal to number1

console.log("Math.floor(number1): " + Math.floor(number1)); // -5

// Returns the value of number1 rounded to the nearest integer

console.log("Math.round(number1): " + Math.round(number1)); // -5

// Returns number2 raised to the power of 2 (number2^2)

console.log("Math.pow(number2, 2): " + Math.pow(number2, 2)); // 9

// Returns the positive square root of number3

console.log("Math.sqrt(number3): " + Math.sqrt(number3)); // 4

// Returns the sine of the angle in radians

console.log("Math.sin(angle): " + Math.sin(angle)); // 0.7071067811865475

// Returns the cosine of the angle in radians

console.log("Math.cos(angle): " + Math.cos(angle)); // 0.7071067811865476

// Returns a pseudo-random number between 0 and 1

console.log("Math.random(): " + Math.random()); // (a random number between 0 and 1)