JavaScript Math Methods

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| **Method** | **Description** |
| [abs(x)](https://www.w3schools.com/jsref/jsref_abs.asp) | Returns the absolute value of x |
| [acos(x)](https://www.w3schools.com/jsref/jsref_acos.asp) | Returns the arccosine of x, in radians |
| [acosh(x)](https://www.w3schools.com/jsref/jsref_acosh.asp) | Returns the hyperbolic arccosine of x |
| [asin(x)](https://www.w3schools.com/jsref/jsref_asin.asp) | Returns the arcsine of x, in radians |
| [asinh(x)](https://www.w3schools.com/jsref/jsref_asinh.asp) | Returns the hyperbolic arcsine of x |
| [atan(x)](https://www.w3schools.com/jsref/jsref_atan.asp) | Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians |
| [atan2(y, x)](https://www.w3schools.com/jsref/jsref_atan2.asp) | Returns the arctangent of the quotient of its arguments |
| [atanh(x)](https://www.w3schools.com/jsref/jsref_atanh.asp) | Returns the hyperbolic arctangent of x |
| [cbrt(x)](https://www.w3schools.com/jsref/jsref_cbrt.asp) | Returns the cubic root of x |
| [ceil(x)](https://www.w3schools.com/jsref/jsref_ceil.asp) | Returns x, rounded upwards to the nearest integer |
| [cos(x)](https://www.w3schools.com/jsref/jsref_cos.asp) | Returns the cosine of x (x is in radians) |
| [cosh(x)](https://www.w3schools.com/jsref/jsref_cosh.asp) | Returns the hyperbolic cosine of x |
| [exp(x)](https://www.w3schools.com/jsref/jsref_exp.asp) | Returns the value of Ex |
| [floor(x)](https://www.w3schools.com/jsref/jsref_floor.asp) | Returns x, rounded downwards to the nearest integer |
| [log(x)](https://www.w3schools.com/jsref/jsref_log.asp) | Returns the natural logarithm (base E) of x |
| [max(x, y, z, ..., n)](https://www.w3schools.com/jsref/jsref_max.asp) | Returns the number with the highest value |
| [min(x, y, z, ..., n)](https://www.w3schools.com/jsref/jsref_min.asp) | Returns the number with the lowest value |
| [pow(x, y)](https://www.w3schools.com/jsref/jsref_pow.asp) | Returns the value of x to the power of y |
| [random()](https://www.w3schools.com/jsref/jsref_random.asp) | Returns a random number between 0 and 1 |
| [round(x)](https://www.w3schools.com/jsref/jsref_round.asp) | Rounds x to the nearest integer |
| [sign(x)](https://www.w3schools.com/jsref/jsref_sign.asp) | Returns if x is negative, null or positive (-1, 0, 1) |
| [sin(x)](https://www.w3schools.com/jsref/jsref_sin.asp) | Returns the sine of x (x is in radians) |
| [sinh(x)](https://www.w3schools.com/jsref/jsref_sinh.asp) | Returns the hyperbolic sine of x |
| [sqrt(x)](https://www.w3schools.com/jsref/jsref_sqrt.asp) | Returns the square root of x |
| [tan(x)](https://www.w3schools.com/jsref/jsref_tan.asp) | Returns the tangent of an angle |
| [tanh(x)](https://www.w3schools.com/jsref/jsref_tanh.asp) | Returns the hyperbolic tangent of a number |
| [trunc(x)](https://www.w3schools.com/jsref/jsref_trunc.asp) | Returns the integer part of a number (x) |