JAVASCRIPT

CHEAT-SHEET FOR MATH

Math Object Properties

Property	Description
E	Returns Euler's number (approx. 2.718) let x = Math.E;
LN2	Returns the natural logarithm of 2 (approx. 0.693) let x = Math.LN2;
LN10	Returns the natural logarithm of 10 (approx. 2.302) let x = Math.LN10;
LOG2E	Returns the base-2 logarithm of E (approx. 1.442) let x = Math.LOG2E;
LOG10E	Returns the base-10 logarithm of E (approx. 0.434) let x = Math.LOG10E;
PI	Returns PI (approx. 3.14) let x = Math.PI;

Math Object Methods

Method	Description

cbrt(x)	Returns the cubic root of x
	
	let x = Math.cbrt(125);
	//x=5

ceil(x)	Returns x, rounded upwards to the nearest integer Math.ceil(1.4) //x=2

exp(x)	Returns the value of E^x
	
	let x = Math.exp(3);
	//x=20.085536923187668

floor(x)	Returns x, rounded downwards to the nearest integer Math.ceil(1.4) //x=1

log(x)	Returns the natural logarithmof x
	
	let x = Math.log(2);
	//x= 0.693

log10(x)	Returns the base-10 logarithm of x
	
	let x = Math.log10(2);
	//x=0.3010299956639812

max(x, y, z, ..., n)	Returns the number with the highest value
	
	let b = Math.max(0, 150, 30, 20, 38);
	//b=150

min(x, y, z, ..., n)	Returns the number with the lowest value
	
	let b = Math.max(0, 150, 30, 20, 38);
	//b=0

pow(x, y)	Returns the value of x to the power of y
	
	let c = Math.pow(2, 10);
	//c=1024

random()	Returns a random number between 0 and 1 let c = Math.random()*10 //c = 5.6847

round(x)	Rounds x to the nearest integer
	
	let a = Math.round(2.60);
	//c = 3

sqrt(x)	Returns the square root of x let a = Math.sqrt(16) //a= 4