**Math.ceil()**

The **Math.ceil()** static method always rounds up and returns the smaller integer greater than or equal to a given number.

Because ceil() is a static method of Math, you always use it as Math.ceil(), rather than as a method of a Math object you created (Math is not a constructor).

Math.ceil(-Infinity); // -Infinity

Math.ceil(-7.004); // -7

Math.ceil(-4); // -4

Math.ceil(-0.95); // -0

Math.ceil(-0); // -0

Math.ceil(0); // 0

Math.ceil(0.95); // 1

Math.ceil(4); // 4

Math.ceil(7.004); // 8

Math.ceil(Infinity); // Infinity

# Math.floor()

The **Math.floor()** static method always rounds down and returns the largest integer less than or equal to a given number.

Because floor() is a static method of Math, you always use it as Math.floor(), rather than as a method of a Math object you created (Math is not a constructor).

Math.floor(-Infinity); // -Infinity

Math.floor(-45.95); // -46

Math.floor(-45.05); // -46

Math.floor(-0); // -0

Math.floor(0); // 0

Math.floor(4); // 4

Math.floor(45.05); // 45

Math.floor(45.95); // 45

Math.floor(Infinity); // Infinity

# Math.round()

The **Math.round()** static method returns the value of a number rounded to the nearest integer.

the fractional portion of the argument is greater than 0.5, the argument is rounded to the integer with the next higher absolute value. If it is less than 0.5, the argument is rounded to the integer with the lower absolute value. If the fractional portion is exactly 0.5, the argument is rounded to the next integer in the direction of +∞.

Math.round(x) is not exactly the same as [Math.floor(x + 0.5)](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/floor). When x is -0, or -0.5 ≤ x < 0, Math.round(x) returns -0, while Math.floor(x + 0.5) returns 0. However, neglecting that difference and potential precision errors, Math.round(x) and Math.floor(x + 0.5) are generally equivalent.

Because round() is a static method of Math, you always use it as Math.round(), rather than as a method of a Math object you created (Math has no constructor).

Math.round(-Infinity); // -Infinity

Math.round(-20.51); // -21

Math.round(-20.5); // -20

Math.round(-0.1); // -0

Math.round(0); // 0

Math.round(20.49); // 20

Math.round(20.5); // 21

Math.round(42); // 42

Math.round(Infinity); // Infinity