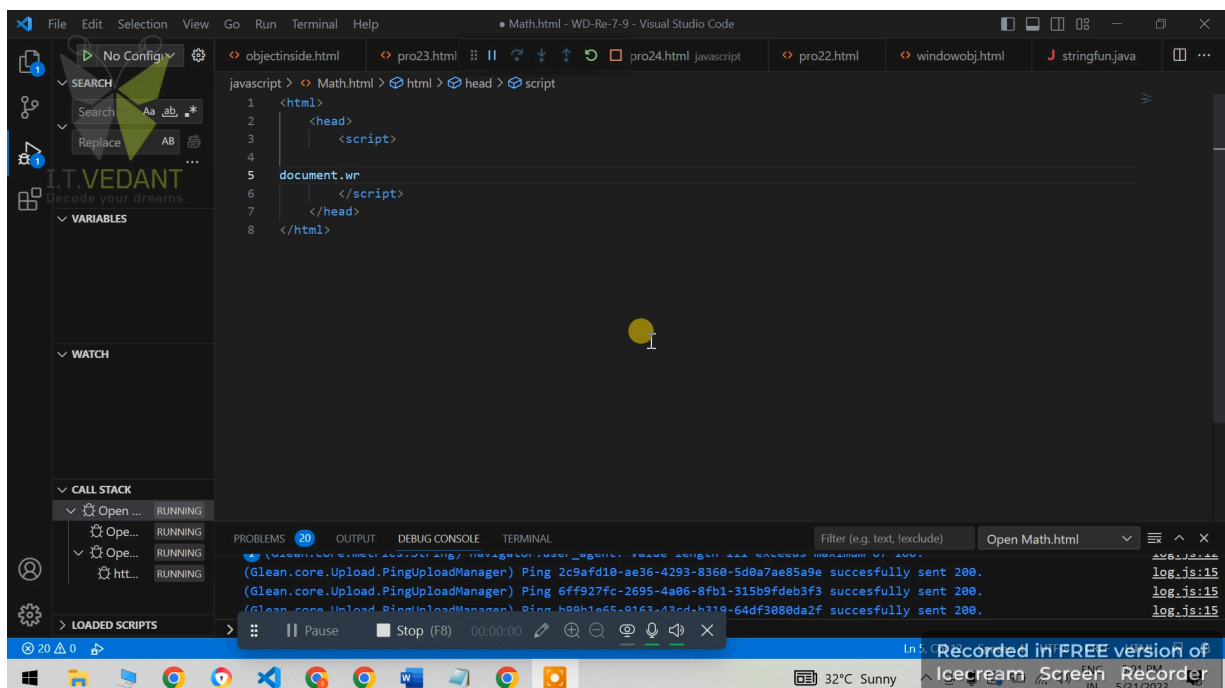
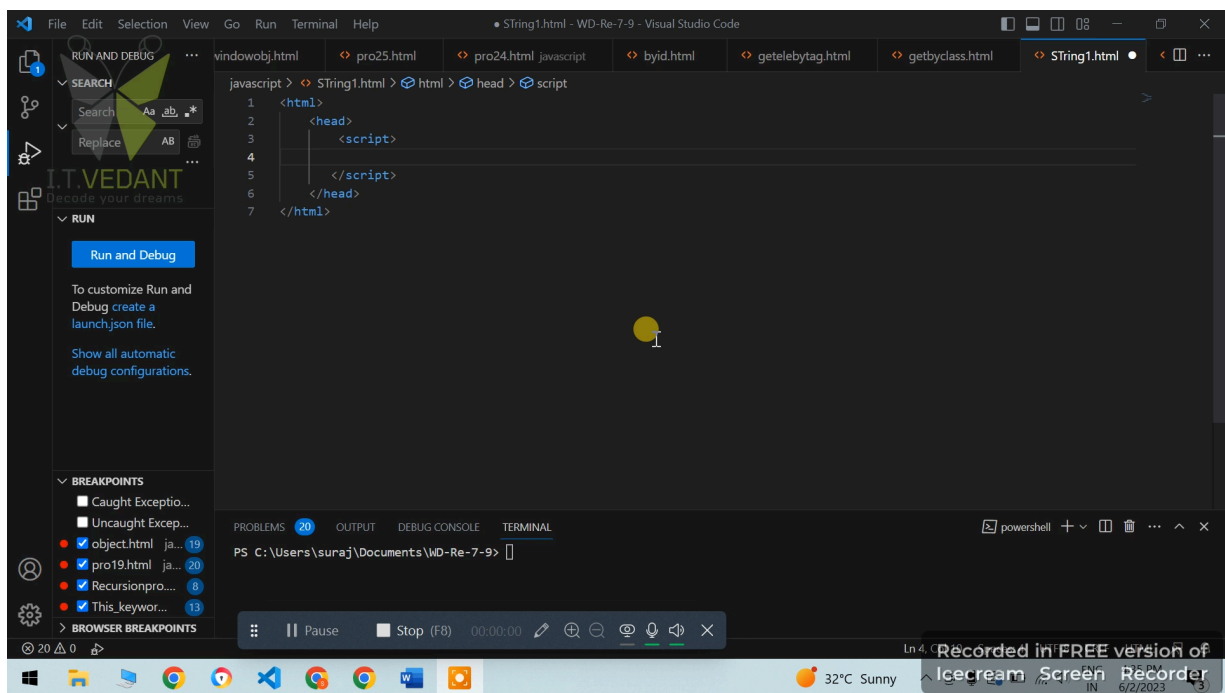


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## String And Math Object



String

The String object lets you work with a series of characters; it wraps Javascript's string primitive data type with a number of helper methods. Syntax

```
var val = new String(string);
```

The String parameter is a series of characters that has been properly encoded.

### String Methods

Method	Description
charAt()	Returns the character at the specified index.
charCodeAt()	Returns a number indicating the Unicode value of the character at the given index.
concat()	Combines the text of two strings and returns a new string.
indexOf()	Returns the index within the calling String object of the first occurrence of the specified value, or -1 if not found.
lastIndexOf()	Returns the index within the calling String object of the last occurrence of the specified value, or -1 if not found.
localeCompare()	Returns a number indicating whether a reference string comes before or after or is the same as the given string in sort order.
match()	Used to match a regular expression against a string.
replace()	Used to find a match between a regular expression and a string, and to replace the matched substring with a new substring.
search()	Executes the search for a match between a regular expression and a specified string.
slice()	Extracts a section of a string and returns a new string.
split()	Splits a String object into an array of strings by separating the string into substrings.
substr()	Returns the characters in a string beginning at the specified location through the specified number of characters.
substring()	Returns the characters in a string between two indexes into the string.
toLocaleLowerCase()	The characters within a string are converted to lower case while respecting the current locale.

Method	Description
toLocaleUpperCase()	The characters within a string are converted to upper case while respecting the current locale.
toLowerCase()	Returns the calling string value converted to lower case.
toString()	Returns a string representing the specified object.
toUpperCase()	Returns the calling string value converted to uppercase.
valueOf()	Returns the primitive value of the specified object.

### Math

Math is a built-in object that has properties and methods for mathematical constants and functions. It is not a function object.

### Properties

<b>Math.E</b>	Euler's constant and the base of natural logarithms, approximately 2.718.
<b>Math.LN2</b>	Natural logarithm of 2, approximately 0.693.
<b>Math.LN10</b>	Natural logarithm of 10, approximately 2.303.
<b>Math.LOG2E</b>	Base 2 logarithm of E, approximately 1.443.
<b>Math.LOG10E</b>	Base 10 logarithm of E, approximately 0.434.
<b>Math.PI</b>	Ratio of the circumference of a circle to its diameter, approximately 3.14159.
<b>Math.SQRT1_2</b>	Square root of 1/2; equivalently, 1 over the square root of 2, approximately 0.707.
<b>Math.SQRT2</b>	Square root of 2, approximately 1.414.

### Methods

<b>Math.round()</b>	Math.round(x) returns the value of x rounded to its nearest integer
<b>Math.pow()</b>	Math.pow(x, y) returns the value of x to the power of y
<b>Math.sqrt()</b>	Math.sqrt(x) returns the square root of x
<b>Math.abs()</b>	Math.abs(x) returns the absolute (positive) value of x
<b>Math.ceil()</b>	Math.ceil(x) returns the value of x rounded up to its nearest integer
<b>Math.floor()</b>	Math.floor(x) returns the value of x rounded down to its nearest integer

<b>Math.sin()</b>	Math.sin(x) returns the sine (a value between -1 and 1) of the angle x (given in radians). If you want to use degrees instead of radians, you have to convert degrees to radians: Angle in radians = Angle in degrees x PI / 180.
<b>Math.cos()</b>	Math.cos(x) returns the cosine (a value between -1 and 1) of the angle x (given in radians). If you want to use degrees instead of radians, you have to convert degrees to radians: Angle in radians = Angle in degrees x PI / 180
<b>Math.min() and Math.max()</b>	Math.min() and Math.max() can be used to find the lowest or highest value in a list of arguments
<b>Math.random()</b>	Math.random() returns a random number between 0 (inclusive), and 1 (exclusive)

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