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JavaScript Math Object

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The Math object allows you to perform mathematical tasks.

Try it Yourself - Examples

round()
How to use round().

random()
How to use random() to return a random number between 0 and 1.

max()
How to use max() to return the number with the highest value of two specified numbers.

min()
How to use min() to return the number with the lowest value of two specified numbers.

Complete Math Object Reference

For a complete reference of all the properties and methods that can be used with the Math object, go to our [complete Math object reference](#).

The reference contains a brief description and examples of use for each property and method!

Math Object

The Math object allows you to perform mathematical tasks.

The Math object includes several mathematical constants and methods.

Syntax for using properties/methods of Math:

```
var x=Math.PI;  
var y=Math.sqrt(16);
```

Note: Math is not a constructor. All properties and methods of Math can be called by using Math as an object without creating it.

Mathematical Constants

JavaScript provides eight mathematical constants that can be accessed from the Math object. These are: E, PI, square root of 2, square root of 1/2, natural log of 2, natural log of 10, base-2 log of E, and base-10 log of E.

You may reference these constants from your JavaScript like this:

```
Math.E  
Math.PI  
Math.SQRT2  
Math.SQRT1_2  
Math.LN2  
Math.LN10  
Math.LOG2E  
Math.LOG10E
```

Mathematical Methods

In addition to the mathematical constants that can be accessed from the Math object there are also several methods available.

The following example uses the round() method of the Math object to round a number to the nearest integer:

```
document.write(Math.round(4.7));
```

The code above will result in the following output:

```
5
```

The following example uses the random() method of the Math object to return a random number between 0 and 1:

```
document.write(Math.random());
```

The code above can result in the following output:

```
0.07641971615287557
```

The following example uses the floor() and random() methods of the Math object to return a random number between 0 and 10:

```
document.write(Math.floor(Math.random()*11));
```

The code above can result in the following output:

```
9
```

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