```java
 5
 6        double x = 35;
 7        double y = 5;
 8        double z = -10;
 9
10        Math.max(x, y);        // return the maximum of two numbers
11
12        Math.min(x, y);        // return the minimum of two values.
13
14        Math.abs(z);           // return the Absolute value of the given value.
15
16        Math.sqrt(y);          // return the square root of y
17
18        Math.pow(x, y);        // returns 35 power of 5 i.e. 35*35*35*35*35
19
20        Math.round(7.8);       // round of the decimal numbers to the nearest value.
21
22        Math.ceil(7.6);        // find the smallest integer value that is greater than or
23                               // equal to the argument or mathematical integer.
24
25        Math.floor(7.9);       //  find the largest integer value which is less than or equal
26                               //  to the argument and is equal to the mathematical
27                               //  integer of a double value.
28
29        Math.random();         // returns a double value with a positive sign, greater
30                               // than or equal to 0.0 and less than 1.0.
31
32        Math.cbrt(x);          // return the cube root of a number.
33
34        Math.log(x);           // returns the natural logarithm of a double value.
35
36        Math.log10(x);         // return the logarithm of given value when base is 10
37
38        Math.exp(x);           // E raised to the power of a double value, where E is Euler's
39                               // number and it is approximately equal to 2.71828.
40
41        Math.sin(x);           // return the trigonometric Sine value of a Given double value.
42
```