**Math Object Properties**

*Math.E 2.718281828459045091 Euler’s constant, the base of natural logarithms*

*Math.LN2 0.6931471805599452862 Natural log of 2*

*Math.LN10 2.302585092994045901 Natural log of 10*

*Math.LOG2E* 1.442695040888963387 Log base-2 of E

*Math.Log10E* 0.4342944819032518167 Log base-10 of E

*Math.PI* 3.14592653589793116 Pi, ratio of the circumference of a circle to its diameter

*Math.SQRT1\_2* 0.7071067811865475727 1 divided by the square root of 2

*Math.SQRT2* 1.414213562373985145 Square root of 2

**Math Object Methods**

Math.abs(Number) Returns the absolute (unsigned) value of Number

Math.acos(Number) Arc cosine of Number, returns result in radians

Math.asin(Number) Arc sine of Number, returns results in radians

Math.atan(Number) Arctangent of Number, returns results in radians

Math.atan2(y,x) Arctangent of y/x; returns arctangent of the quotient of its arguments

Math.ceil(Number) Rounds Number up to the next closest integer

Math.cos(Number) Returns the cosine of Number in radians

Math.exp(x) Euler’s constant to some power

Math.floor(Number) Rounds Number down to the next closest integer

Math.log(Number) Returns the natural logarithm of Number (base E)

Math.max(Number1, Number2) Returns larger value of Number1 and Number2

Math.min(Number1, Number2) Returns smaller value of Number1 and Number2

Math.pow(x, y) Returns the value of x to the power of y(xy), where x is the base and y is the exponent

Math.random() Generates pseudorandom number between 0.0 and 1.0

Math.round(Number) Rounds Number to the closest integer

Math.sin(Number) Arc sine of Number in radians

Math.sqrt(Number) Square root of Number

Math.tan(Number) Tangent of Number in radians

Math.toString(Number) Converts Number to string