What is the JavaScript Math library? What does is contain?  
Math library has many useful math functions that are usable as prewritten functions, to increase functionality.

Why aren't all those functions just included in JavaScript Automatically?  
because if they were, there may be too much overlap with devs and these math functions. That is why Math.function needs to be called explicitly.

If I call Math.random(), what will it return?  
and integer between 0 – 1 (not including 1)

What do the following functions do: Math.floor, Math.ceil, Math.trunc, Math.round?  
Floor: rounds down.  
Ceil: rounds up.  
trunc: removes decimals  
round: rounds up or down depending on if +- .5

When do Math.floor and Math.trunc not return the same value?  
when the number is negative

What is the % operator and when is it useful?  
returns the remainder of a what the division digit was. And it is useful when working with numbers that can be filtered, into clean data.

How do I make variables declared outside (right next to) a function visible inside it?  
They are global variables you just need to call the variable by its assigned name.

Why should I comment my code? Isn't commenting just a waste of time?  
allows others to see what you did. Useful for extensions in an algorithm