**EPSILON** : The difference between 1 and the smallest number > 1.

**MAX\_VALUE** : The largest number possible in JavaScript

**MIN\_VALUE** : The smallest number possible in JavaScript

**MAX\_SAFE\_INTEGER** : The maximum safe integer (253 - 1)

**MIN\_SAFE\_INTEGER** : The minimum safe integer -(253 - 1)

**POSITIVE\_INFINITY** : Infinity (returned on overflow)

**NEGATIVE\_INFINITY** : Negative infinity (returned on overflow)

**NaN** : A "Not-a-Number" value