Week-3-4

6. Library functions eg.math.h  
  
#include<iostream>

#include<cmath>

using namespace std;

int main()

{

cout<<sqrt(64)<<"\n";

cout<<round(64.6)<<"\n";

cout<<log(4)<<"\n";

cout<<max(6,4)<<"\n";

cout<<min(6,4)<<"\n";

cout<<abs(-64)<<"\n";

cout<<ceil(6.9)<<"\n";

cout<<floor(6.4)<<"\n";

cout<<pow(6,4)<<"\n";

}