**Math Object**

The Math object allows you to perform mathematical tasks.

Math is not a constructor. All properties/methods of Math can be called by using Math as an object

**Math Object Properties**

**1. Math.LN2**

Math.LN2 is an ECMAScript1 (ES1) feature.

**Syntax**

Math.LN2

**Example**

let x = Math.LN2;

**2. Math.LN10**

Math.LN10 is an ECMAScript1 (ES1) feature.

**Syntax**

Math.LN10

**Example**

let x = Math.LN10;

**3. Math.PI**

Math.PI is an ECMAScript1 (ES1) feature.

**Syntax**

Math.PI

**Example**

let x = Math.PI;

**4. Math.SQRT1\_2**

Math.SQRT1\_2 is an ECMAScript1 (ES1) feature.

**Syntax**

Math.SQRT1\_2

**Example**

let x = Math.SQRT1\_2;

**5. Math.LOG2E**

Math.LOG2E is an ECMAScript1 (ES1) feature.

**Syntax**

Math.LOG2

**Example**

let x = Math.LOG2E;

**Math Object Methods**

**1. Math.abs()**

The Math.abs() method returns the absolute value of a number.

**Syntax**

Math.abs(x)

**Example**

let x = Math.abs(-7.25);

**2. Math.acos()**

The Math.acos() method returns the arccosine of a number as a value value between 0 and PI radians.

**Syntax**

Math.acos(x)

**Example**

let x = Math.acos(0.5);

**3. Math.tan()**

The Math.tan() method returns the tangent of a number.

**Syntax**

Math.tan(x)

**Example**

let x = Math.tan(1);

**4. Math.sqrt()**

The Math.sqrt() method returns the square root of a number.

**Syntax**

Math.sqrt(x)

**Example**

let x = Math.sqrt(9);

**5. Math.sin()**

The Math.sin() method returns the sine of a number.

**Syntax**

Math.sin(x)

**Example**

let x = Math.sin(3);

**6. Math.round()**

The Math.round() method rounds a number to the nearest integer.

**Syntax**

Math.round(x)

**Example**

let x = Math.round(2.5);

**7. Math.random()**

The Math.random() method returns a random number from 0 (inclusive) up to but not including 1 (exclusive).

**Syntax**

Math.random()

**Example**

let x = Math.random();

**8. Math.pow()**

The Math.pow() method returns the value of x to the power of y (xy).

**Syntax**

Math.pow(x, y)

**Example**

let x = Math.pow(4, 3);

**9. Math.min()**

The Math.min() method returns the number with the lowest value.

**Syntax**

Math.min(n1, n2, n3, ..., nX)

**Example**

let x = Math.min(5, 10);

The Math.max() method returns the number with the highest value.

**10. Math.max**

**Syntax**

Math.max(n1, n2, n3, ..., nX)

**Example**

let x = Math.max(5, 10);

**11.** **Math.log()**

The Math.log() method returns the natural logarithm (base E) of a number.

**Syntax**

Math.log(x)

**Example**

let x = Math.log(2);

**12. Math.floor()**

The Math.floor() method rounds a number DOWNWARDS to the nearest integer, and returns the result.

**Example**

let x = Math.floor(1.6);

**Syntax**

Math.floor(x)

**13. Math.exp()**

The Math.exp() method returns the value of Ex, where E is Euler's number (approximately 2.7183) and x is the number passed to it.

**Syntax**

Math.exp(x)

**Example**

let x = Math.exp(3);

**14. Math.cos()**

The Math.cos() method returns the cosine of a number.

**Syntax**

Math.cos(x)

**Example**

Math.cos(3)

**15. Math.ceil()**

The Math.ceil() method rounds a number UPWARDS to the nearest integer, and returns the result.

**Syntax**

Math.ceil(x)

**Example**

Math.ceil(1.4)