Math Module

- math.ceil(x) Rounds a number *up* to the nearest integer
- math.cos(x) Returns the cosine of a number
- math.degrees(x) Converts an angle from radians to degrees
- math.floor(x) Rounds a number *down* to the nearest integer
- math.log(x) Returns the natural logarithm of a number, or the logarithm of number to base
- math.pow(a, b) Returns the value of a to the power of b
- math.radians(x) Converts a degree into radians
- math.sin(x) Returns the sine of a number
- math.tan(x) Returns the tangent of a number

Math Constants

- math.e Returns Euler's number (2.7182…)
- math.inf Returns a floating point positive infinity
- math.pi Returns PI (3.1415…)

Random Module

- seed() Initialize the random number generator
- randint(a, b) Returns a random integer between the given range
- random() Returns a float between 0 and 1