



<code>Number()</code>	Convert to a number	<code>Number("42") → 42</code>
<code>parseInt()</code>	Parse integer	<code>parseInt("101", 2) → 5</code>
<code>parseFloat()</code>	Parse float	<code>parseFloat("3.14") → 3.14</code>
<code>toString(base)</code>	Convert to string (with base)	<code>(255).toString(16) → "ff"</code>
<code>toFixed(digits)</code>	Format decimal places	<code>(3.14159).toFixed(2) → "3.14"</code>
<code>toPrecision(digits)</code>	Format significant digits	<code>(123.45).toPrecision(4) → "123.5"</code>
<code>toExponential(digits)</code>	Exponential notation	<code>(12345).toExponential(2) → "1.23e+4"</code>
<code>Number.isFinite()</code>	Check if finite number	<code>Number.isFinite(100) → true</code>
<code>Number.isInteger()</code>	Check if integer	<code>Number.isInteger(4.5) → false</code>
<code>Number.isNaN()</code>	Check if NaN	<code>Number.isNaN(NaN) → true</code>
<code>Number.isSafeInteger()</code>	Check if safe integer	<code>Number.isSafeInteger(9007199254740991) → true</code>
<code>Math.round()</code>	Round to nearest integer	<code>Math.round(4.6) → 5</code>
<code>Math.floor()</code>	Round down	<code>Math.floor(4.6) → 4</code>
<code>Math.ceil()</code>	Round up	<code>Math.ceil(4.6) → 5</code>
<code>Math.trunc()</code>	Remove decimal part	<code>Math.trunc(4.6) → 4</code>
<code>Math.random()</code>	Random number ( $0 \leq x < 1$ )	<code>Math.random() → 0.6573...</code>
<code>Math.pow(x, y)</code>	x raised to power y	<code>Math.pow(2, 3) → 8</code>
<code>Math.sqrt(x)</code>	Square root	<code>Math.sqrt(16) → 4</code>

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Search



Reason

























