Method	Description	Example
`Math.abs(x)`	Absolute value	`Math.abs(-7) → 7`
`Math.floor(x)`	Round down	`Math.floor(4.7) → 4`
`Math.ceil(x)`	Round up	`Math.ceil(4.3) → 5`
`Math.round(x)`	Round to nearest integer	`Math.round(4.5) → 5`
`Math.trunc(x)`	Remove decimal part	`Math.trunc(4.9) → 4`
`Math.max(a, b, ...)`	Maximum value	`Math.max(1, 5, 3) → 5`
`Math.min(a, b, ...)`	Minimum value	`Math.min(1, 5, 3) → 1`
`Math.random()`	Random number between 0 and 1	`Math.random() → 0.5462`
`Math.pow(x, y)`	Exponentiation (x^y)	`Math.pow(2, 3) → 8`
`Math.sqrt(x)`	Square root	`Math.sqrt(16) → 4`
`Math.cbrt(x)`	Cube root	`Math.cbrt(27) → 3`
`Math.exp(x)`	Exponential (e^x)	`Math.exp(1) → 2.718...`
`Math.log(x)`	Natural log	`Math.log(Math.E) → 1`
`Math.log2(x)`	Log base 2	`Math.log2(8) → 3`
`Math.log10(x)`	Log base 10	`Math.log10(100) → 2`
`Math.sin(x)`	Sine (x in radians)	`Math.sin(Math.PI/2) → 1`
`Math.cos(x)`	Cosine (x in radians)	`Math.cos(0) → 1`
`Math.tan(x)`	Tangent (x in radians)	`Math.tan(Math.PI/4) → 1`
`Math.asin(x)`	Inverse sine	`Math.asin(1) → π/2`
`Math.acos(x)`	Inverse cosine	`Math.acos(0) → π/2`
`Math.atan(x)`	Inverse tangent	`Math.atan(1) → π/4`
`Math.atan2(y, x)`	Inverse tangent of y/x	`Math.atan2(1,1) → π/4`
`Math.sign(x)`	Sign of number (-1, 0, or 1)	`Math.sign(-5) → -1`
`Math.hypot(a, b, c...)`	Hypotenuse of arguments	`Math.hypot(3, 4) → 5`

Math Constants

- `Math.PI` → 3.14159…
- `Math.E` → 2.71828…
- `Math.SQRT2` → √2
- `Math.LN2` → ln(2)
- `Math.LN10` → ln(10)
- `Math.LOG2E` → $\log_2(e)$
- `Math.LOG10E` → $\log_{10}(e)$