

Math object in JavaScript

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So, you refer to the constant **pi** as **Math.PI** and you call the **sine** function as **Math.sin (x)** , where x is the parameter of the method.

Syntax

The syntax for calling properties and methods of Math is as follows:

```
var pi_val = Math . PI ; var sine_val = Math . sin ( 30 );
```

Math properties

The table below lists the properties of Math and describes it.

Attribute Description
 E The E constant, and the base of the natural algorithm (symbol: ln), approximately 2.718
 LN2 Natural logarithm of 2, approximately 0.693. LN10 Natural logarithm of 10, approximately 2,302. LOG2E Base 2 Logarithm of E, approximately 1,442. LOG10E Logarithm base 10 of E, approximately 0.434. PI Pi coefficient, approximately 3.14159. SQRT1_2 The square root of 1/2; approximately 0.707. SQRT2 The square root of 2, approximately 1,414.

Math methods

The table below lists Math's methods and describes it.

Method Description
 abs () Returns the absolute value of some
 acos () Returns arccos (radians value) of some
 asin () Returns arcsin (radians value) of some
 atan () Returns arctan (value radians) of some
 atan2 () Returns inverse trigonometric tang
 ceil () Returns the smallest integer number greater than or equal to a number
 cos () Returns cos of a number.
 exp () Returns E, where N is the parameter, and E is the Euler floor constant
 floor () Returns the largest integer smaller than or equal to a log number
 log () Returns the base e-logarithm of a maximum number
 max () Returns the maximum number of 0 or more
 min () Returns the smallest number of 0 or more
 pow numbers () Returns the value of (base)^(exponent).
 random () Returns a random number between two numbers 0 and 1.
 round () Rounds the number. Returns the value of the nearest integer.
 sin () Returns the sine of some
 sqrt () Returns the square root of some
 tan () Returns the tan of some
 toSource () Returns the "Math" string

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