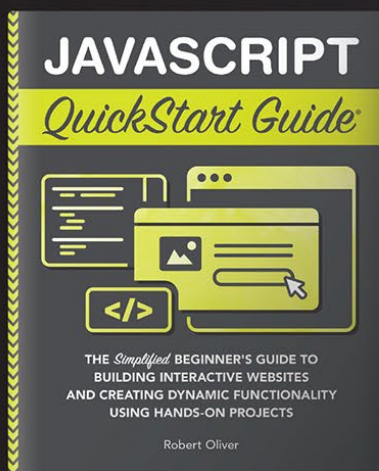


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# JavaScript Math Objects Cheat Sheet

Digital Asset for:



QUICKSTARTGUIDES.COM

METHOD	DESCRIPTION	SYNTAX
<code>Math.abs</code>	Returns absolute value of a number	<code>Math.abs(x)</code>
<code>Math.cbrt</code>	Returns the cubic root of a number	<code>Math.cbrt(x)</code>
<code>Math.ceil</code>	Rounds up to the nearest integer	<code>Math.ceil(x)</code>
<code>Math.cos</code>	Returns the cosine of an angle	<code>Math.cos(x)</code>
<code>Math.E</code>	Returns Euler's number	<code>Math.E</code>
<code>Math.exp</code>	Returns Euler's number raised to the power of x	<code>Math.exp(x)</code>
<code>Math.floor</code>	Rounds down to the nearest integer	<code>Math.floor(x)</code>
<code>Math.min</code>	Returns the lowest value in a list	<code>Math.min(x,y,z)</code>
<code>Math.max</code>	Returns the highest value in a list	<code>Math.max(x,y,z)</code>
<code>Math.log</code>	Returns the natural logarithm (base e)	<code>Math.log(x)</code>
<code>Math.log2</code>	Returns the base-2 logarithm of x	<code>Math.log2(x)</code>
<code>Math.log10</code>	Returns the base-10 logarithm of x	<code>Math.log10(x)</code>
<code>Math.LN2</code>	Returns the natural logarithm of 2	<code>Math.LN2</code>
<code>Math.LN10</code>	Returns the natural logarithm of 10	<code>Math.LN10</code>
<code>Math.LOG2E</code>	Returns base-2 logarithm of Euler's number	<code>Math.LOG2E</code>
<code>Math.LOG10E</code>	Returns base-10 logarithm of Euler's number	<code>Math.LOG10E</code>
<code>Math.pow</code>	Returns value of x raised to the power of y	<code>Math.pow(x,y)</code>
<code>Math.PI</code>	Returns constant $\pi$ (approx. 3.14159)	<code>Math.PI</code>
<code>Math.random</code>	Returns a random number between 0 (inclusive) and 1 (exclusive).	<code>Math.random()</code>
<code>Math.round</code>	Returns x rounded to the nearest integer	<code>Math.round(x)</code>
<code>Math.sin</code>	Returns the sine of an angle	<code>Math.sin(x)</code>
<code>Math.sqrt</code>	Returns the square root of a number	<code>Math.sqrt(x)</code>
<code>Math.SQRT2</code>	Returns the square root of 2	<code>Math.SQRT2</code>
<code>Math.SQRT1_2</code>	Returns the square root of 1/2	<code>Math.SQRT1_2</code>
<code>Math.sign</code>	Returns -1 for negative numbers, 1 for positive numbers, 0 for 0, and -0 for negative zero	<code>Math.sign(x)</code>
<code>Math.tan</code>	Returns the tangent of an angle	<code>Math.tan(x)</code>
<code>Math.trunc</code>	Returns the integer part of a number	<code>Math.trunc(x)</code>