Math Object

→ The Math object is used to perform mathematical tasks. It is a built-in static object, so we do not need to

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instantiate it. We can access all its properties and methods directly. Math object works with the Number type. Unlike many other global objects, Math is not a constructor. We refer to the constant PI as Math.PI and we call the cos function MATH.COS(x), where x is the method's argument.

→ NOTE: Different browsers can give different result. Even the same JavaScript engine on a different OS or architecture can give different results!

→ JavaScript Math Methods:

METHODS	DESCRIPTION
→ ABS()	→ Returns the absolute value of given number.
→ ACOS()	→ Returns the arccosine of the given number in radians.
→ ASIN()	→ Returns the arcsine of the given number in radians.
→ ATAN()	→ Returns the arc-tangent of the given number in radians.

→ CBRT()	→ Returns the cube root of the given number.
→ CEIL()	→ It will return a smallest integer integer value, greater than or equal to the given number.
→ COS()	→ It will return the cosine of the given number.
→ COSH()	→ It will return the hyperbolic cosine of the given number.
→ EXP()	→ It will return the exponential form of the given number.
→ FLOOR()	→ It will return the largest integer value, lower than or equal to the given number.
→ HYPOT()	→ It will return the square root of sum of the square of given numbers.
→ LOG()	→ It will return the natural logarithm of a number.
→ MAX()	→ It will return the maximum value of the given numbers.
→ MIN()	→ It will return the minimum value of the given numbers.
→ POW()	→ It will return the

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value of base to the power of exponent.

→ RANDOM()
It will return the random number b/w 0 (inclusive) and 1 (exclusive).

→ ROUND()
→ It will return the closest integer value of the given number.

→ SIN()
→ It will return the sine of the given number.

→ ~~SINH()~~ SQRT()
→ It will return the square root of the given number.

→ SINH()
→ It will return the hyperbolic sine of the given number.

→ TAN()
→ It will return the tangent of the given number.

→ TANH()
→ It will return the hyperbolic tangent to the given number.

→ TRUNC()
→ It will return an integer part of the given number.

→ Converting b/w Degrees & Radians:

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```
FUNCTION DEGTORAD(DEGREES) {
    RETURN DEGREES * (MATH.PI / 180);
};
FUNCTION RADTODEG(RAD) {
    RETURN RAD / (MATH.PI / 180);
};
```