JavaScript Math Object

Perform Math Tasks on Numbers

Math Object	Example
Math.PI – returns 3.141592653589793	document.getElementById("demo").innerHTML = **Math.PI**;
Math.round(x) – x rounded to nearest integer	document.getElementById("demo").innerHTML = **Math.round(x)**;
Math.ceil(x) – x rounded up to nearest integer	document.getElementById("demo").innerHTML = **Math.ceil(4.4)**
Math.floor(x) – x rounded down to nearest integer	document.getElementById("demo").innerHTML = **Math.floor(4.7)**
Math.min( ) – returns lowest value	document.getElementById("demo").innerHTML = **Math.min(0, 150, 30, 20, -8, -200);**
Math.max( ) – returns highest value	document.getElementById("demo").innerHTML = **Math.max(0, 150, 30, 20, -8, -200);**

Math Object	Example
Math.random( )	returns a random decimal number between 0 (inclusive) and 1(exclusive). **Always returns a number lower than 1.**
Sample Random **Decimal** Number: 0.6466109301020238	document.getElementById("demo").innerHTML = **Math.random( )**;
Returns **integer** between 0-9	document.getElementById("demo").innerHTML = **Math.floor(Math.random() * 10)**
Returns **integer** between 0-10	document.getElementById("demo").innerHTML = **Math.floor(Math.random() * 11)**
Returns **integer** between 1-10	document.getElementById("demo").innerHTML = **Math.floor(Math.random() * 10) + 1**

Math Object	Example
Returns **integer** between 0-100	document.getElementById("demo").innerHTML = **Math.floor(Math.random() * 101)**
Returns **integer** between 1-100	document.getElementById("demo").innerHTML = **Math.floor(Math.random() * 100) + 1**

```
<p id="demo"></p>
<p id="demo1"></p>
```

Save as: math.html

```
<script>
document.getElementById("demo").innerHTML = Math.PI;
document.getElementById("demo1").innerHTML = Math.round(4.7);

</script>
```