

Methods of Objects

charAt()

concat()

indexOf()

lastIndexOf()

split()

toUpperCase()

toLowerCase()

Math Object

The PI number: **Math.PI** which is approximately **3.14159**

The Euler's constant: **Math.E** which is approximately **2.718**

The natural logarithm of 2:

Math.LN2 which is approximately **0.693**

Math.ceil() - rounds up to the closest integer

Math.floor() - rounds down to the closest integer

Math.round() - rounds up to the closest integer if the decimal is .5 or above; otherwise, rounds down to the closest integer

Math.trunc() - trims the decimal, leaving only the integer

non-conclusive list of some common arithmetic and calculus methods that exist on the Math object:

Math.pow(2,3) - calculates the number 2 to the power of 3, the result is 8

Math.sqrt(16) - calculates the square root of 16, the result is 4

Math Object (cont)

Math.cbrt(8) - finds the cube root of 8, the result is 2

Math.abs(-10) - returns the absolute value, the result is 10

Logarithmic methods:

Math.log(), **Math.log2()**, **Math.log10()**

Return the minimum and maximum values of all the inputs: **Math.min(9,8,7)** returns 7, **Math.max(9,8,7)** returns 9.

Trigonometric methods:

Math.sin(), **Math.cos()**, **Math.tan()**, etc.



