

### 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.



