

Java's Math class

Method name	Description
<code>Math.abs(<i>value</i>)</code>	absolute value
<code>Math.ceil(<i>value</i>)</code>	rounds up
<code>Math.floor(<i>value</i>)</code>	rounds down
<code>Math.log10(<i>value</i>)</code>	logarithm, base 10
<code>Math.max(<i>value1</i>, <i>value2</i>)</code>	larger of two values
<code>Math.min(<i>value1</i>, <i>value2</i>)</code>	smaller of two values
<code>Math.pow(<i>base</i>, <i>exp</i>)</code>	<i>base</i> to the <i>exp</i> power
<code>Math.random()</code>	random double between 0 and 1
<code>Math.round(<i>value</i>)</code>	nearest whole number
<code>Math.sqrt(<i>value</i>)</code>	square root
<code>Math.sin(<i>value</i>)</code> <code>Math.cos(<i>value</i>)</code> <code>Math.tan(<i>value</i>)</code>	sine/cosine/tangent of an angle in radians
<code>Math.toDegrees(<i>value</i>)</code> <code>Math.toRadians(<i>value</i>)</code>	convert degrees to radians and back

Constant	Description
<code>Math.E</code>	2.7182818...
<code>Math.PI</code>	3.1415926...