

.... Operators ....

Arithmetic  
+ = ++ += - -- -= / %

Assignment  
= += -= \*= /= %= <<=  
>>= >>>= &= ^= |=

String  
+

Backslash  
\' \'\' \b \f \n \r \t

Bitwise  
& | ^ (XOR) ~ << >> >>>

Comparison  
== != === !== > >= < <=

Logical  
&& || !

Special  
(a==b ? "is" : "ain't")

.....Properties.....

Math.E  
Euler's constant and the base of natural logarithms (approximately 2.7183)

Math.LN10  
the natural logarithm of 10, (approximately 2.3026).

Math.LN2  
the natural logarithm of 2, (approximately 0.6931).

Math.LOG10E  
the base 10 logarithm of E (approximately 0.4343)

Math.LOG2E  
the base 2 logarithm of E (approximately 1.4427).

Math.PI  
the ratio of the circumference of a circle to its diameter (approximately 3.1416)

Math.SQRT1\_2  
the value of 1 divided by the square root of 2 (approximately 0.7071).

Math.SQRT2  
the square root of 2 (approximately 1.4142)

for (var i=0 , j=0; i<3; i++ , j++)

.....Methods.....

Math.abs ( a )  
the absolute value of a

Math.acos ( a )  
arc cosine of a

Math.asin ( a )  
arc sine of a

Math.atan ( a )  
arc tangent of a

Math.atan2 ( a , b )  
arc tangent of a/b

Math.ceil ( a )  
integer closest to a and not less than a

Math.cos ( a )  
cosine of a

Math.exp ( a )  
exp(a)= e^a

Math.tan ( a )  
tangent of a

Math.floor ( a )  
integer closest to and not greater than a

Math.log ( a )  
log of a base e

Math.max ( a , b )  
the maximum of a and b

Math.min ( a , b )  
the minimum of a and b

Math.pow ( a , b )  
a to the power b

Math.random()  
pseudo random number in the range 0 to 1

Math.round ( a )  
integer closest to a

Math.sin ( a )  
sine of a

Math.sqrt ( a )  
square root of a