

Things that go after Math.

Ex: Math.E is 2.71-----

Field Summary	
static double	<u>E</u> The double value that is closer than any other to e , the base of the natural logarithms.
static double	<u>PI</u> The double value that is closer than any other to π , the ratio of the circumference of a circle to its diameter.

obj-oriented //
speak for
function

Method Summary	
static double	<u>abs</u> (double a) Returns the absolute value of a double value.
static float	<u>abs</u> (float a) Returns the absolute value of a float value.
static int	<u>abs</u> (int a) Returns the absolute value of an int value.
static long	<u>abs</u> (long a) Returns the absolute value of a long value.
static double	<u>acos</u> (double a) Returns the arc cosine of a value; the returned angle is in the range 0.0 through π .
static double	<u>asin</u> (double a) Returns the arc sine of a value; the returned angle is in the range $-\pi/2$ through $\pi/2$.
static double	<u>atan</u> (double a) Returns the arc tangent of a value; the returned angle is in the range $-\pi/2$ through $\pi/2$.
static double	<u>atan2</u> (double y, double x) Returns the angle θ from the conversion of rectangular coordinates (x, y) to polar coordinates (r, θ).

return type name of fun formal argument list gives types for arguments
(names given only for comprehension)