

Object-oriented programming - Java

class Math

The class Math contains methods for performing basic numeric operations such as the elementary exponential, logarithm, square root, and trigonometric functions.

<https://docs.oracle.com/javase/8/docs/api/java/lang/Math.html>

Use class Math to do the following exercises:

1. Display the absolute value of -10.
2. Use method *pow* to display 2^6 .
3. Use method *sqrt* to display $\sqrt{16}$ and $\sqrt{81}$.
4. Declare two integers and display the greater one. Use function *max* from class Math.
5. Declare two variables type double and display the greater one. Use function *max* from class Math.
6. Write a static function (type double) that calculates and returns the value of the function $y=2 \cdot e^x$ at the point x (type double) given as its parameter.
7. Write a static function (type double) that calculates and returns the value of the function $y=\log(x)+1$ at the point x (type double) given as its parameter.
8. Write a static function that calculates and returns the area of the circle (radius is the only parameter of this function).
9. Write a static function (type void) that calculates and displays the value of the function $y=2 \cdot \sin(x) + \cos(x)$ at the point x given as its parameter.