

Worksheet

Name:

Roll No: Class: Section:

Date:

MATHEMATICAL LIBRARY METHODS

Chapter-6

1. Define the following.

- (a) User - defined method
- (b) Math.floor () method
- (c) Math.pow () method
- (d) Library method
- (e) Math.random () method
- (f) Math rint () method
- (g) Math.min () method

2. The following is a program in Java to find the minimum of three numbers using the Math.min() method. Find out the mistakes in the following syntax and rewrite the whole syntax correctly.

```
import java.util.Scanner;
public class SmallestNumber
{
    public static void main(String args[ ]) {
        Scanner in = new Scanner(System.in);
        System.out.print("Enter First Number: ");
        int a = in.nextInt();
        System.out.print("Enter Second Number: ");
        int b = in.nextInt();
        int s = Math.max(a, b);
        s = Math.max(s, c);
        System.out.println("largest Number = " + s);
    }
}
```

3. What will be the output of the following statements?

- (a) System.out.println(Math.rint(5.7));
- (b) System.out.println(Math.rint(-5.5));
- (c) System.out.println(Math.rint(-2.8));
- (d) System.out.println(Math.rint(5.5));
- (e) System.out.println(Math.cbrt(15625));