

Worksheet

1

Name:

Roll No: Class: Section:

Date:

MATHEMATICAL LIBRARY METHODS

Chapter-6

1. Tick (✓) the correct option.

- (a) Which method returns the nearest integer value of the fractional number provided as an argument?
- | | | | |
|----------------------------|--------------------------|----------------------------|--------------------------|
| (i) Math.floor () method | <input type="checkbox"/> | (ii) Math rint () method | <input type="checkbox"/> |
| (iii) Math.ceil () method | <input type="checkbox"/> | (iv) Math.round () method | <input type="checkbox"/> |
- (b) Which of the following class provides mathematical methods
- | | | | |
|-------------|--------------------------|------------------------|--------------------------|
| (i) Scanner | <input type="checkbox"/> | (ii) InputStreamReader | <input type="checkbox"/> |
| (iii) Math | <input type="checkbox"/> | (iv) Graphics | <input type="checkbox"/> |
- (c) The math.random () method generated a random
- | | | | |
|-----------------|--------------------------|----------------|--------------------------|
| (i) 0.0 & 0.1 | <input type="checkbox"/> | (ii) 0.0 & 0.1 | <input type="checkbox"/> |
| (iii) 0.1 & 1.0 | <input type="checkbox"/> | (iv) None | <input type="checkbox"/> |
- (d) Which type of value is returned by the math.pow () method?
- | | | | |
|------------|--------------------------|-------------|--------------------------|
| (i) int | <input type="checkbox"/> | (ii) double | <input type="checkbox"/> |
| (iii) char | <input type="checkbox"/> | (iv) float | <input type="checkbox"/> |
- (e) The output of math.ceil () if of type.
- | | | | |
|--------------|--------------------------|-------------|--------------------------|
| (i) Single | <input type="checkbox"/> | (ii) Double | <input type="checkbox"/> |
| (iii) Triple | <input type="checkbox"/> | (iv) None | <input type="checkbox"/> |
- (f) Which of the following methods will return a value between 0 and 1?
- | | | | |
|--------------------|--------------------------|----------------------|--------------------------|
| (i) Math.pow () | <input type="checkbox"/> | (ii) Math.abs () | <input type="checkbox"/> |
| (iii) Math.min () | <input type="checkbox"/> | (iv) Math.random () | <input type="checkbox"/> |
- (g) Which of the following are already defined in Java compiler and kept in some classes?
- | | | | |
|---------------------|--------------------------|--------------------|--------------------------|
| (i) library methods | <input type="checkbox"/> | (ii) Class methods | <input type="checkbox"/> |
| (iii) Math methods | <input type="checkbox"/> | (iv) None of these | <input type="checkbox"/> |

2. Short answer type questions.

- (a) Write an expression in java for $(x^4 + 3xy)$
- (b) Write the data type of the output given by Math.round ()
- (c) Write a java expression for $\sqrt{5a + b^2} / x + y$
- (d) What will be the System.out.println (Math.abs(-3.4)); statement return?