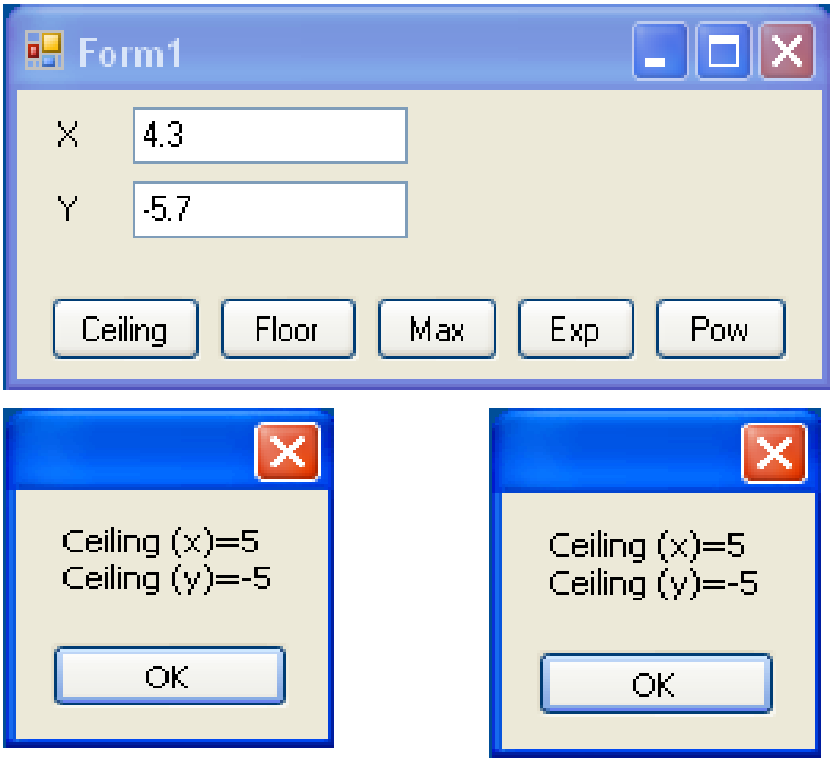
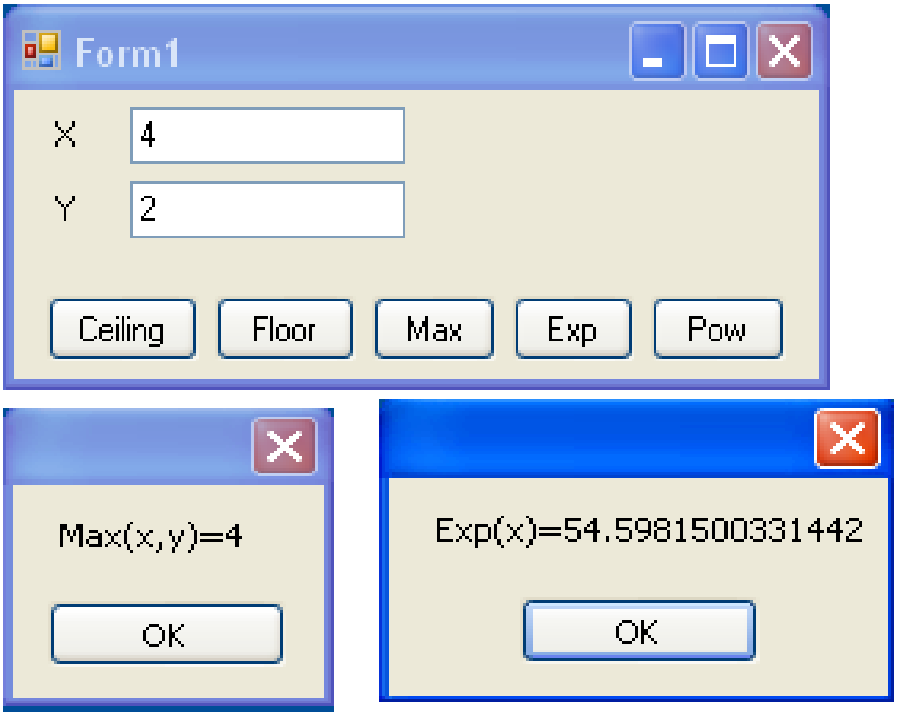
The most used math methods are :

- Abs(x) - absolute value of x for example: Abs(-4) is 4
- Ceiling(x) - rounds x to the smallest integer not less than x for example: Ceiling(9.2) is 10.0 , Ceiling(-9.8) is -9.0
- Floor(x)- rounds x to the largest integer not greater than x for example: Floor(9.2) is 9.0 , Floor(-9.8) is -10.0
- Exp(x)- exponential method exp for example: Exp (1.0) is approximately 2.7182818284590451
- Sqrt(x)- square root of x for example: Sqrt(9.0) is 3.0
- Pow(x, y)- x raised to power y (xy) for example: Pow(2, 3) is 8
- Max(x, y)- larger value of x and y (float, int and long values) for example: Max(2.3, 12.7) is l2.7
- Min(x, y)- smaller value of x and y (float, int and long values) for example: Min(2.3, 12.7) is 2.3

The Math class also defines two commonly used mathematical constants—Math.PI (3.14159265358979323846) and Math.E (2.7182818284590452354).






```
private void ButPow_Click(object sender, EventArgs e)
  {
     double x, y, z;
     x = double.Parse(TxtX.Text);
     y = double.Parse(TxtY.Text);
     z = Math.Pow(x, y);
     MessageBox.Show("Pow(x,y)=" + z.ToString());
  }
```