

Javascript Math - ceil() Method

- description : Javascript Math - ceil() Method
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- lastupdate : 2023-02-28

Ref

[Javascript Math - ceil\(\) Method](#)

Math.ceil()

가

```
Math.ceil(10.95); // 11
Math.ceil(11.01); // 12
Math.ceil(11);    // 11
Math.ceil(-10.95); // -10
Math.ceil(-11.01); // -11
```

Definition and Usage

ceil()

가

Syntax

```
Math.ceil(x)
```

Parameter Values

가

Return Value

가 가 .

More Examples

1 가

```
//      input
let input = document.querySelector("input");
//1. Math.random()      input.value
//2.      0 ~
let example= Number(Math.ceil(Math.random() * input.value));
```

Javascript Math - round() Method

Ref

[Javascript Math - round\(\) Method](#)

Math.round()

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```
Math.round(10.49); // 10
Math.round(10.5);  // 11
Math.round(-10.5); // -10
Math.round(-10.51); // -11
```

Definition and Usage

round() 가 가 .

가 , .

Syntax

```
Math.floor(x)
```

Parameter Values

Return Value

가 가 .

More Examples

0' ' ' ')

```
//      input
let input = document.querySelector("input");
//1. Math.random()      input.value
//2.      0' ' ' '
let example= Math.round(Math.random() * input.value);
```

Javascript Math - floor() Method

- description : Javascript Math - floor() Method
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- lastupdate : 2021-04-29

Ref

[Javascript Math - floor\(\) Method](#)

가 가 .

```
function myFunction() {
  document.getElementById("demo").innerHTML = Math.floor(1.6); // 1
}
```

Definition and Usage

floor() 가 가 , .

가 , .

Syntax

```
Math.floor(x)
```

Parameter Values

가 .

Return Value

가 가 .

MDN - 가

More Examples

```
function myFunction() {
  let a = Math.floor(0.60);    // 0
  let b = Math.floor(0.40);    // 0
  let c = Math.floor(5);       // 5
  let d = Math.floor(5.1);     // 5
  let e = Math.floor(-5.1);    // -6
  let f = Math.floor(-5.9);    // -6

  let x = a + "<br>" + b + "<br>" + c + "<br>" + d + "<br>" + e + "<br>" + f
+ "<br>";
  document.getElementById("demo").innerHTML = x;
}
```

* 가

```
let numbers = [1,4,7,3,12]
function myFunction() {
//1. numbers                   random                   .
let GetRandom = numbers[Math.floor(Math.random()*numbers.length)]
}
```

, [heon](#), [Javascript](#), [Math](#), [-](#), [ceil\(\)](#), [round\(\)](#), [floor\(\)](#), [Method](#)

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