



MATH LIBRARY

Function and Constants



SYMBOLIC CONSTANT FOR π

- **Header file:** `#include <cmath>` or `#include <math.h>`
- `using namespace std;`
- **Visual Studio (to use constants):** `#define _USE_MATH_DEFINES`
- Symbolic constant for π : `M_PI`

THE `pow` FUNCTION

- C++ does NOT have an exponentiation operator; use the `pow` function
- Requires `#include <cmath>` and `using namespace std;`
- `double pow(double b, double e)`
 - `pow` returns a double value
 - both `pow` arguments, `b` and `e`, are type `double` and each are automatically “grouped”
 - $b^e = \text{pow}(b, e)$

$$\text{payment} = \frac{PR}{1 - (1 + R)^{-N}}$$

```
double payment = P * R / (1 - pow(1 + r, -N));
```

THE sqrt FUNCTION

- Calculate the square root of an expression
- Requires `#include <cmath>` and `using namespace std;`
- `double sqrt(double x)`
 - `sqrt` returns a double and is automatically “grouped”
 - the argument, `x`, is type double
 - taking the square root of a negative number is illegal
 - $\sqrt{x} = \text{sqrt}(x)$

$$\text{double } h = \sqrt{a^2 + b^2}$$

```
double h = sqrt(a*a + b*b);
```