Math functions in <math.h> and <cmath>

abs	$y = abs(x);$	
cos	$y = cos(x);$	
exp	$y = exp(x);$	y becomes e^x
fmod	$y = fmod(x, z);$	
log	$y = log(x);$	y becomes $log_e x$
log10	$y = log10(x);$	
log2	$y = log2(x);$	
round	$y = round(x);$	
sin	$y = sin(x);$	
sqrt	$y = sqrt(x);$	
tan	$y = tan(x);$	

C++ has built-in integer mod function %

int y = 10 % 3;