

# Numbers

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### JWT is a number specialist!

Numbers can be provided as **fixed values** - or **literals** - in the format described in the table below or they can be retrieved by using **field codes**.

#### Fixed values

Numbers can be added to any expression as fixed values.

Input	Example
Valid <b>numerical</b> values	<ul style="list-style-type: none"><li>1</li><li>3.141592</li><li>.5</li><li>-400</li><li>-1.1</li><li>-.02</li></ul>

#### Variable values (field values)

Numeric values of NUMBER **data type** fields can be inserted in any expression as number field codes using the following notation { ... `somenumberfield` } - e.g {issue.votes}.

The most common use cases for calculating with numbers are in fact related to **dates and times**, since these **timestamps** are internally represented as **numbers**.

#### Mathematical functions

JWT is very powerful when it comes to numbers and calculations. It offers a wide range of mathematical functions to be used in a parser expression.

Besides the functions listed below, JWT offers the common arithmetical operators:

- Number<sub>1</sub> + Number<sub>2</sub> : adding two numbers
- Number<sub>1</sub> - Number<sub>2</sub> : subtracting Number<sub>2</sub> from Number<sub>1</sub>
- Number<sub>1</sub> \* Number<sub>2</sub> : multiplying two numbers
- Number<sub>1</sub> / Number<sub>2</sub> : dividing Number<sub>1</sub> by Number<sub>2</sub>



#### Available functions

Function	Short description	Output
<code>abs()</code>	Returns the <b>absolute</b> value of the input number.	<span style="border: 1px solid #ccc; padding: 2px;">NUMBER</span>
<code>acos()</code>	Returns the <b>arccosine</b> value of the input number.	<span style="border: 1px solid #ccc; padding: 2px;">NUMBER</span>
<code>asin()</code>	Returns the <b>arcsine</b> value of the input number.	<span style="border: 1px solid #ccc; padding: 2px;">NUMBER</span>

<code>atan()</code>	Returns the <b>arctangent</b> value of the input number.	NUMBER
<code>cbrt()</code>	Returns the <b>cube root</b> of the input number.	NUMBER
<code>ceil()</code>	Returns the <b>next higher integer</b> .	NUMBER
<code>cos()</code>	Returns the <b>cosine</b> of the given number.	NUMBER
<code>cosh()</code>	Returns the <b>hyperbolic cosine</b> of the input number.	NUMBER
<code>floor()</code>	Returns the the <b>next lower integer</b> .	NUMBER
<code>log10()</code>	Returns the <b>base 10 logarithm</b> of the input number.	NUMBER
<code>log()</code>	Returns the <b>natural logarithm</b> of the input number.	NUMBER
<code>max()</code>	Returns the <b>larger of two</b> numeric values.	NUMBER
<code>min()</code>	Returns the <b>smaller of two</b> numeric values.	NUMBER
<code>modulus()</code>	Returns the <b>remainder after division</b> of the dividend by the divisor.	NUMBER
<code>pow()</code>	Returns the <b>exponentiation</b> of two numbers.	NUMBER
<code>random()</code>	Returns a <b>number between 0 and 1.0</b> .	NUMBER
<code>remainder()</code>	Returns <b>dividend - divisor * n</b> , where <b>n</b> is the closest integer to <b>dividend/divisor</b> .	NUMBER
<code>round()</code>	Returns the <b>closest integer</b> to the input number.	NUMBER
<code>sin()</code>	Returns the <b>trigonometric sine</b> of angle <b>number</b> expressed in <b>radians</b> .	NUMBER
<code>sinh()</code>	Returns the <b>hyperbolic sine</b> of the input number.	NUMBER
<code>sqrt()</code>	Returns the <b>square root</b> of the input number.	NUMBER
<code>tan()</code>	Returns the <b>trigonometric tangent</b> of angle <b>number</b> expressed in <b>radians</b> .	NUMBER
<code>tanh()</code>	Returns the <b>hyperbolic tangent</b> of the input number.	NUMBER
<code>toDegree()</code>	Converts an <b>angle</b> measured in <b>radians</b> to an approximately equivalent angle measured in <b>degrees</b> .	NUMBER
<code>toRadians()</code>	Converts an <b>angle</b> measured in <b>degrees</b> to an approximately equivalent angle measured in <b>radians</b> .	NUMBER

If you still have questions, feel free to refer to our [support team](#).