JavaScript Function Challenges
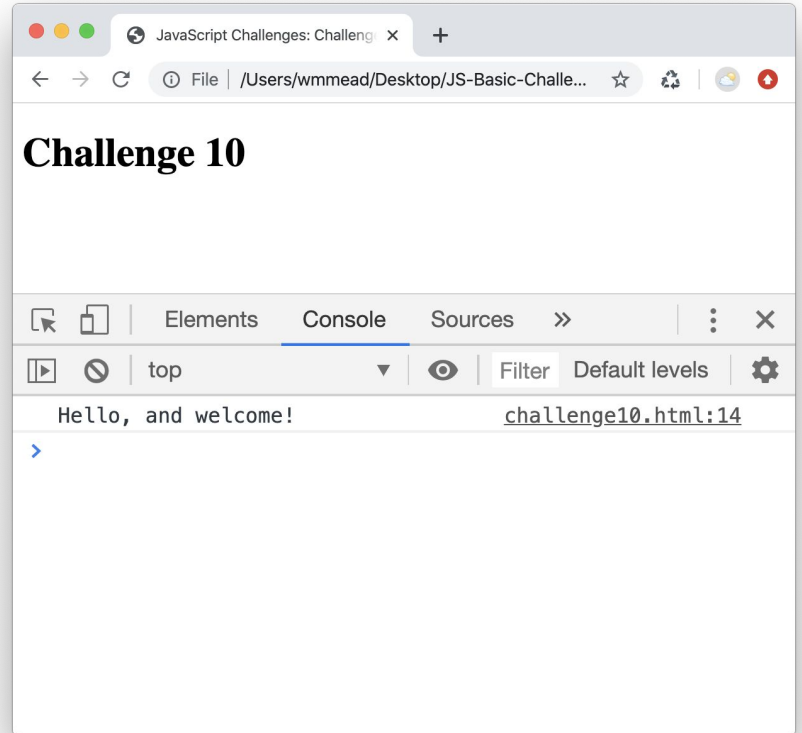
10 - 16

Challenge 10

Write a function called **hello()** that outputs a greeting in the console when the function runs.

Save this to a file called challenge10.html

Challenge 10 Answer

You should get something like this:

```html
<!doctype html>
<html>
<head>
    <meta charset="UTF-8">
    <title>JavaScript Challenges: Challenge 10</title>
</head>

<body>
    <h1>Challenge 10</h1>

    <script>

        function hello(){
            console.log("Hello, and welcome!");
        }

        hello();

    </script>
</body>
</html>
```
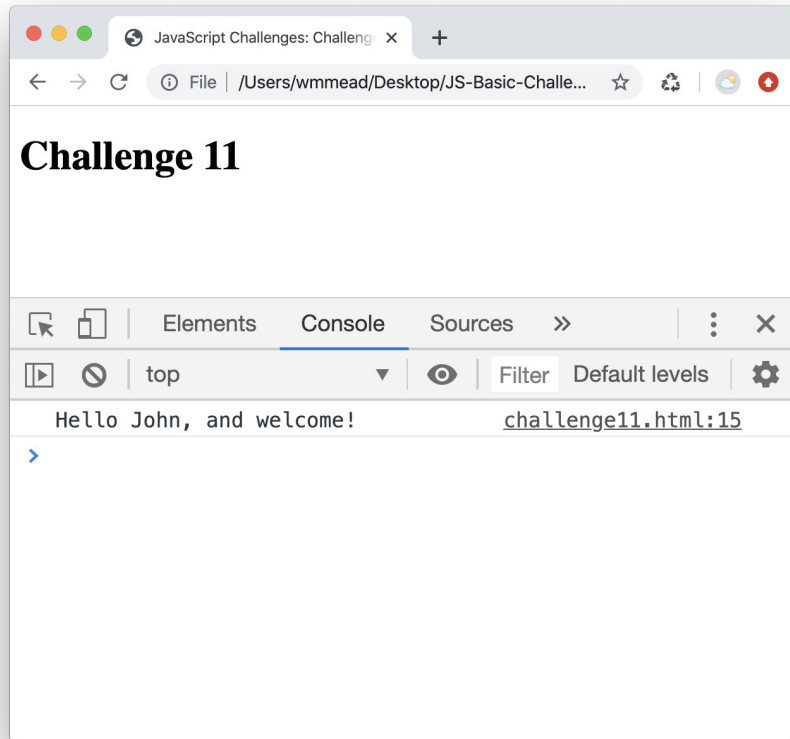
Challenge 11

For this challenge, change hello() so that it takes a parameter, and when you run the function, you pass in the name of a person and the function outputs the greeting to the console.

Challenge 11 Answer

You should get something like this:

```html
<!doctype html>
<html>
<head>
    <meta charset="UTF-8">
    <title>JavaScript Challenges: Challenge 11</title>
</head>

<body>
    <h1>Challenge 11</h1>

    <script>

        function hello(name){
            console.log(`Hello ${name}, and welcome!`);
        }

        hello('John');

    </script>
</body>
</html>
```
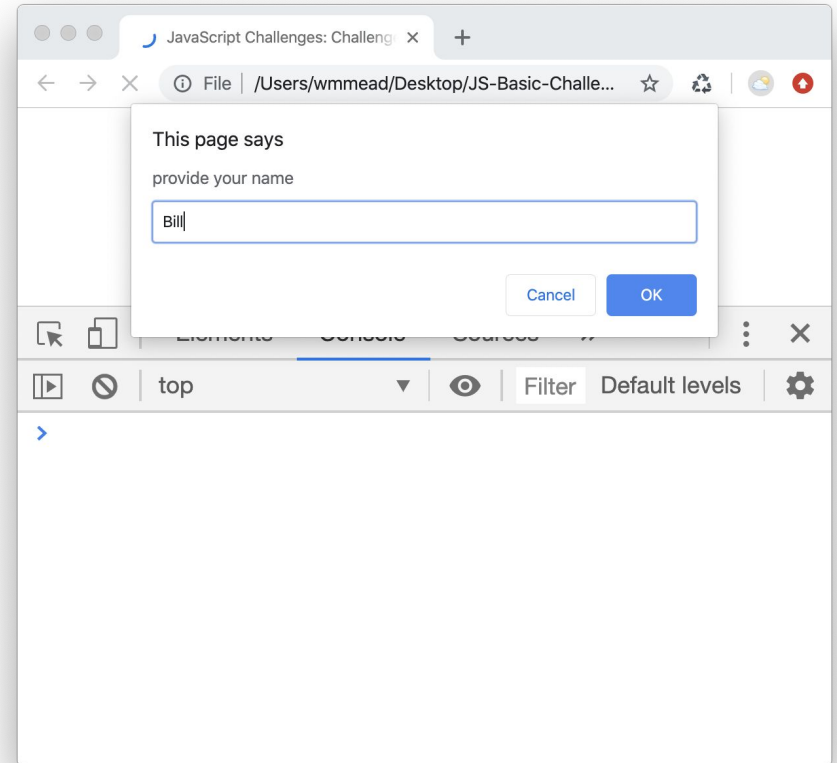
Challenge 12

This time, add a prompt requesting the user for their name, and assign the result to a variable.

Then pass that variable into the **hello()** function so that the console greets the person by name.
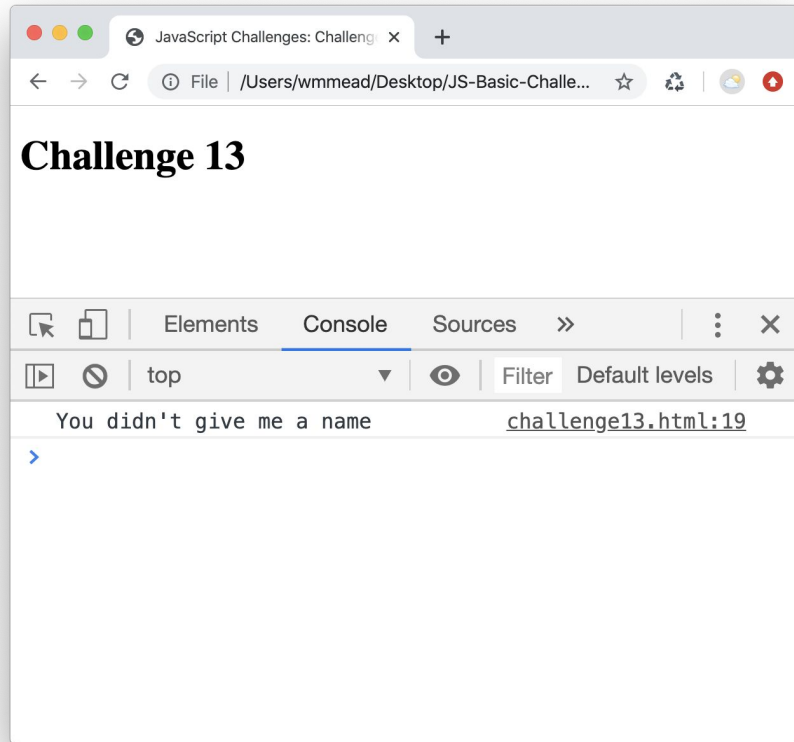
Challenge 12 Answer

You should get something like this:

```javascript
var yourName = prompt('provide your name', '');

function hello(name){
    console.log(`Hello ${name}, and welcome!`);
}

hello(yourName);
```

Challenge 13

For this challenge handle the situation that happens if the user clicks cancel on the prompt, or does not enter text in the prompt.

If the user does one of those two actions, have the **hello()** function log to the console "You didn't give me your name". Otherwise, have the console log the greeting.

hint: What do you get if, in challenge 12, you click cancel or put no text in the prompt?

Challenge 13 Answer

You should get something like this:

```javascript
var yourName = prompt('provide your name', '');

function hello(name){

    if(name == null || name == ''){
        console.log("You didn't give me a name");
    }
    else{
        console.log(`Hello ${name}, and welcome!`);
    }
}

hello(yourName);
```
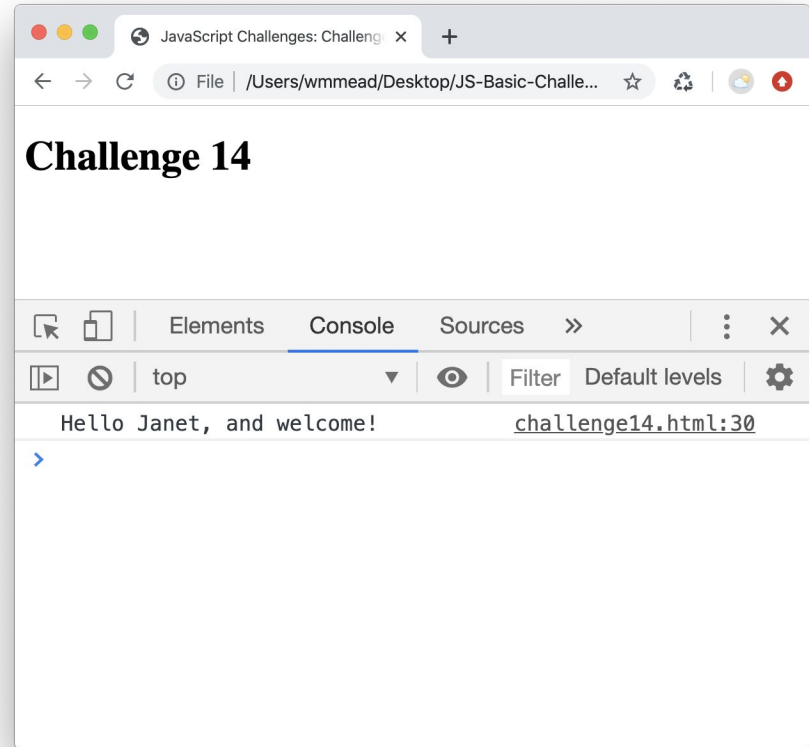
Challenge 14

For this challenge, update the **hello()** function so that it returns a value rather than outputs directly to the console.

I used a variable: **var greeting**; and returned that variable at the end of the function.

Then outside the function write a call to the console that logs the greeting returned by the function.

Challenge 14 Answer

You should get something like this:

```javascript
var yourName = prompt('provide your name', '');

function hello(name){

    var greeting;

    if(name == null || name == ''){
        greeting = "You didn't give me a name";
    }
    else{
        greeting = `Hello ${name}, and welcome!`;
    }

    return greeting;
}

console.log( hello(yourName) );
```
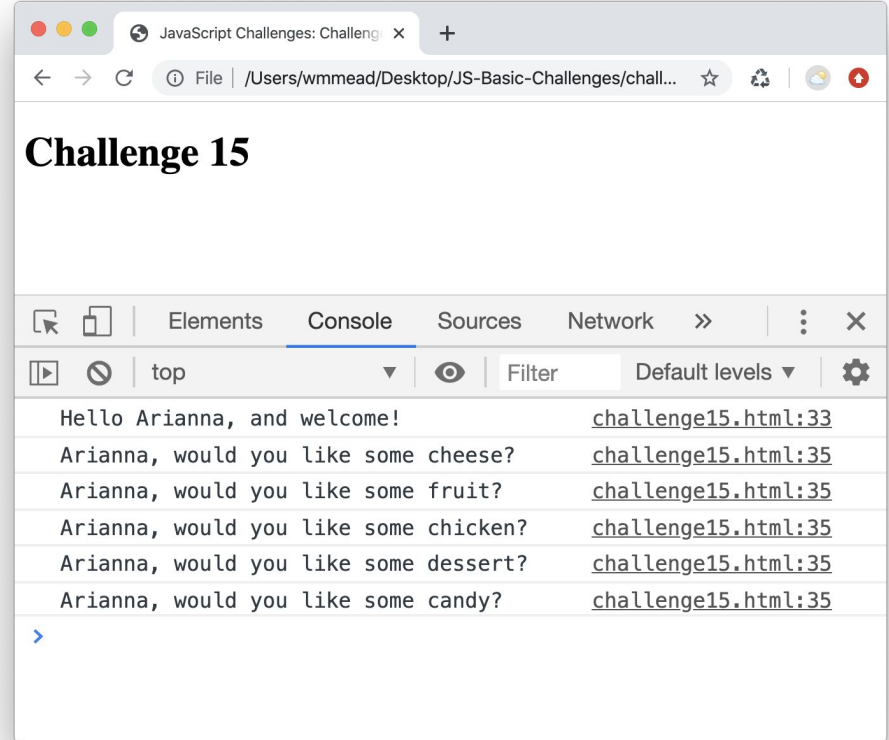
Challenge 15

For this challenge, add an array of foods and put 3-5 elements in the array. Then make a new function called hospitality(); after the hello(); function.

The new function will take two parameters, a name and a gift, which will be an array. Have this function run the hello() function and output the result to the console. Then have it loop through the gift array and offer a gift to the visitor by name and output that to the console.

Challenge 15 Answer

You should get something like this:

*(The **hello()** function is collapsed because it has not changed)*

```
var yourName = prompt('provide your name', '');
var food = ['cheese', 'fruit', 'chicken', 'dessert', 'candy'];

function hello(name){

    var greeting; if(name == n...
}

function hospitality(name, gift){

    console.log( hello(name) );
    for( var i=0; i<gift.length; i++ ){
        console.log(`${name}, would you like some ${gift[i]}?`);
    }
}

hospitality(yourName, food);
```
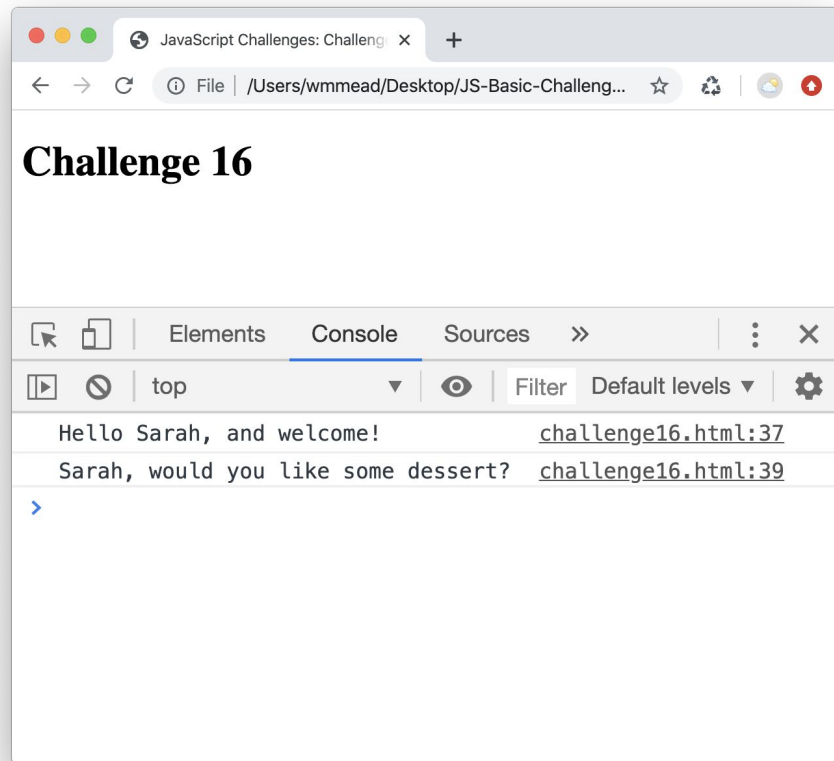
Challenge 16

For this challenge, add the function that gets random integers from the functions lecture.

Update the **hospitality()** function so that, instead of looping through the whole array, randomly picks one element from the array and offers that to the user.

Challenge 16 Answer

You should get something like this:

*(The **hello()** function is collapsed because it has not changed)*

```javascript
var yourName = prompt('provide your name', '');
var food = ['cheese', 'fruit', 'chicken', 'dessert', 'candy'];

function hello(name){

    var greeting; if(name == n...
}


function randomInt( min, max ){
    return Math.floor( (max - min + 1) * Math.random() ) + min;
}


function hospitality(name, gift){

    console.log( hello(name) );
    var randomGift = gift[ randomInt(0, gift.length-1) ];
    console.log(`${name}, would you like some ${randomGift}?`);
}

hospitality(yourName, food);
```