**Area of a Triangle**

Write a function that takes the base and height of a triangle and return its area.

## Examples

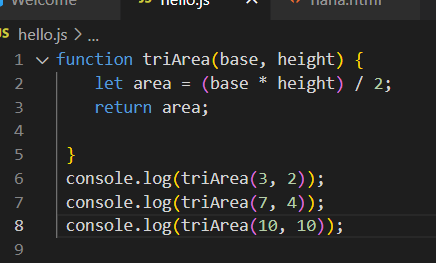
triArea(3, 2) ➞ 3

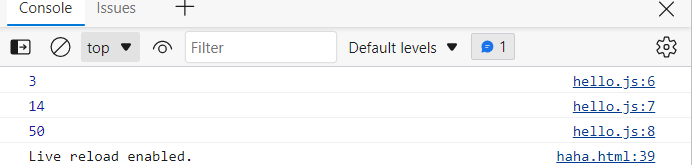
triArea(7, 4) ➞ 14

triArea(10, 10) ➞ 50

## Notes

* The area of a triangle is: (base \* height) / 2
* Don't forget to return the result.





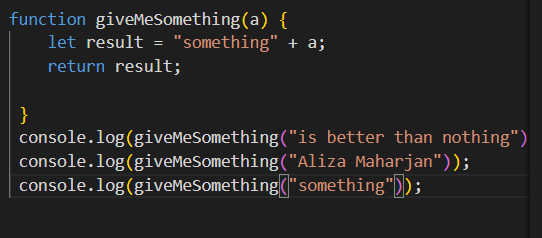
# Return Something to Me!

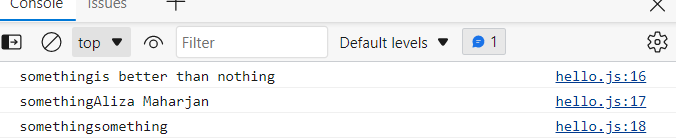
Write a function that returns the string "something" joined with a space " " and the given argument a.

## Examples

giveMeSomething("is better than nothing") ➞ "something is better than nothing"

giveMeSomething("Bob Jane") ➞ "something Bob Jane" giveMeSomething("something") ➞ "something something

`



# Basketball Points

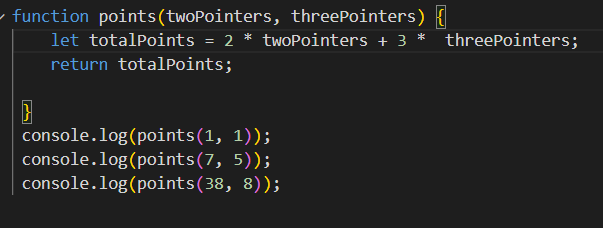
You are counting points for a basketball game, given the amount of 2-pointers scored and 3-pointers scored, ﬁnd the ﬁnal points for the team and return that value.

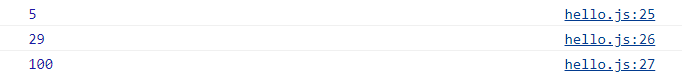
## Examples

points(1, 1) ➞ 5

points(7, 5) ➞ 29

points(38, 8) ➞ 100





# Less Than 100?

Given two numbers, return true if the sum of both numbers is less than 100. Otherwise return false.

## Examples

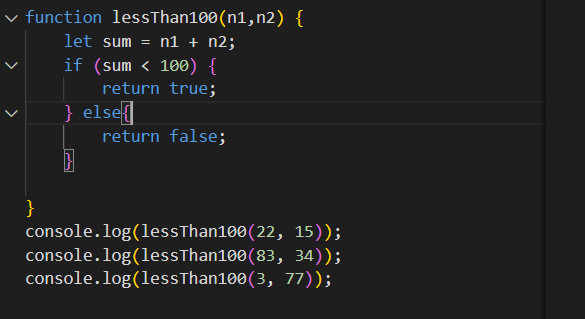
lessThan100(22, 15) ➞ true

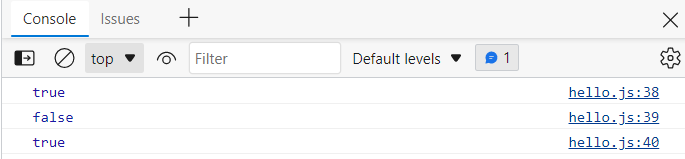
// 22 + 15 = 37

lessThan100(83, 34) ➞ false

// 83 + 34 = 117

lessThan100(3, 77) ➞ true





# Add up the Numbers from a Single Number

Create a function that takes a number as an argument. Add up all the numbers from 1 to the number you passed to the function. For example, if the input is 4 then your function should return 10 because 1 + 2 + 3 + 4 = 10.

## Examples

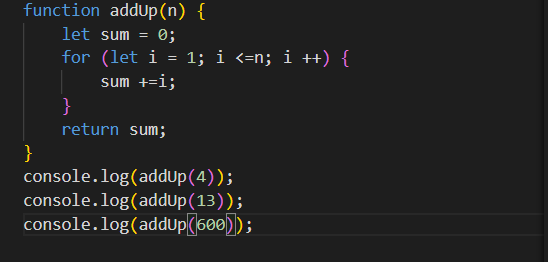
addUp(4) ➞ 10

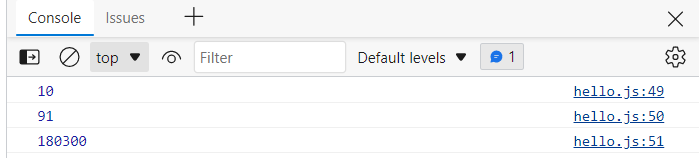
addUp(13) ➞ 91

addUp(600) ➞ 180300

## Notes

Expect any positive number between 1 and 1000.





# Oddish vs. Evenish

Create a function that determines whether a number is **Oddish** or **Evenish**. A number is **Oddish** if the sum of all of its digits is odd, and a number is **Evenish** if the sum of all of its digits is even. If a number is **Oddish**, return "Oddish". Otherwise, return "Evenish".

For example, oddishOrEvenish(121) should return "Evenish", since 1 + 2 + 1 =

4. oddishOrEvenish(41) should return "Oddish", since 4 + 1 = 5.

## Examples

oddishOrEvenish(43) ➞ "Oddish"

// 4 + 3 = 7

// 7 % 2 = 1

oddishOrEvenish(373) ➞ "Oddish"

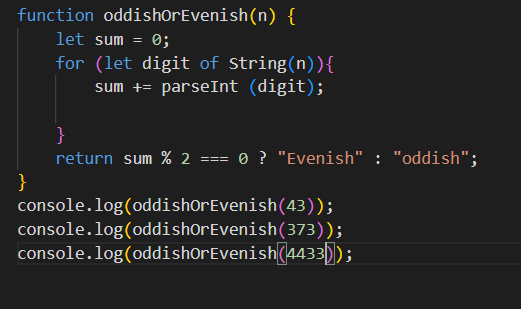
// 3 + 7 + 3 = 13

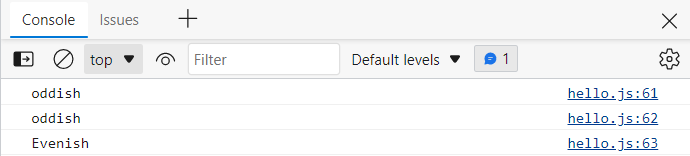
// 13 % 2 = 1

oddishOrEvenish(4433) ➞ "Evenish"

// 4 + 4 + 3 + 3 = 14

// 14 % 2 = 0





# Any Prime Number in Range

Create a function that returns true if there's at least one prime number in the given range (n1 to n2 (inclusive)), false otherwise.

## Examples

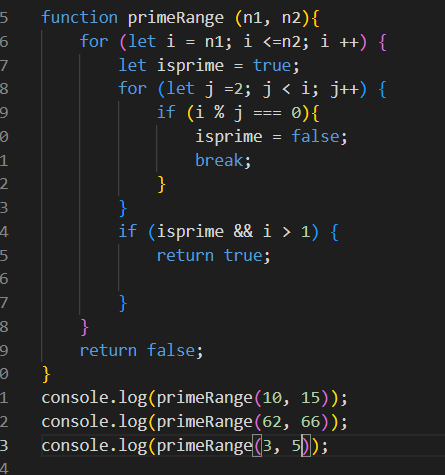
primeInRange(10, 15) ➞ true

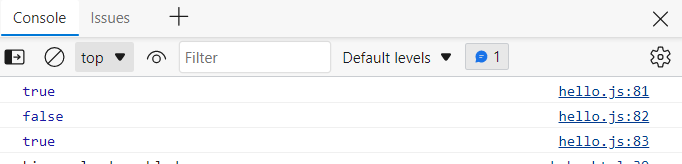
// Prime numbers in range: 11, 13 primeInRange(62, 66) ➞ false

// No prime numbers in range. primeInRange(3, 5) ➞ true

// Prime numbers in range: 3, 5

## Notes

* n2 is always greater than n1.
* n1 and n2 are always positive.
* 0 and 1 aren't prime numbers.
* 



# Left Shift by Powers of Two

**The left shift operation is similar to multiplication by powers of two. Sample calculation using the left shift operator (<<):**

**10 << 3 = 10 \* 2^3 = 10 \* 8 = 80**

**-32 << 2 = -32 \* 2^2 = -32 \* 4 = -128**

**5 << 2 = 5 \* 2^2 = 5 \* 4 = 20**

**Write a function that mimics (without the use of <<) the left shift operator and returns the result from the two given integers.**

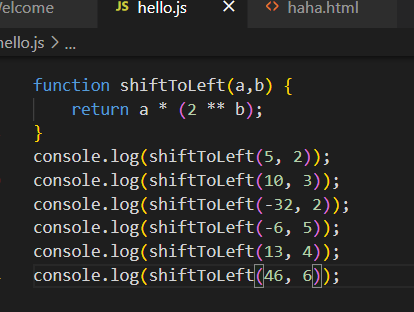
**Examples**

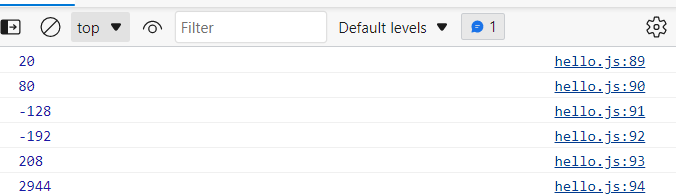
**shiftToLeft(5, 2)** ➞ **20**

**shiftToLeft(10, 3)** ➞ **80**

**shiftToLeft(-32, 2)** ➞ **-128**

|  |  |  |
| --- | --- | --- |
| **shiftToLeft(-6,** | **5)** ➞ | **-192** |
| **shiftToLeft(12,** | **4)** ➞ | **192** |
| **shiftToLeft(46,**  **Notes** | **6)** ➞ | **2944** |

* **There will be no negative values for the second parameter y.**
* **This challenge is more like recreating the left shift operation, thus, the use of the operator directly is prohibited.**
* **Alternatively, you can solve this challenge via recursion.**
* ****



# Convert a Number to Base-2

**Create a function that returns a base-2 (binary) representation of a base-10 (decimal) string number. To convert is simple: ((2) means base-2 and (10) means base-10) 010101001(2) = 1 + 8 + 32 + 128.**

**Going from right to left, the value of the most right bit is 1, now from that every bit to the left will be x2. The values of an 8 bit binary number are (256, 128, 64, 32, 16, 8, 4, 2, 1).**

**Examples**

**binary(1)** ➞ **"1"**

**// 1\*1 = 1 binary(5)** ➞ **"101"**

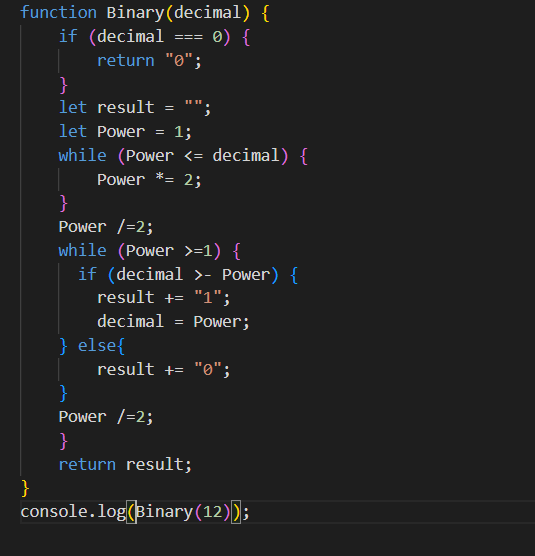
**// 1\*1 + 1\*4 = 5**

**binary(10)** ➞ **"1010"**

**// 1\*2 + 1\*8 = 10**

## Notes

* **Numbers will always be below 1024 (not including 1024).**
* **The && operator could be useful.**
* **The strings will always go to the length at which the most left bit's value gets bigger than the number in decimal.**
* **If a binary conversion for 0 is attempted, return "0".**

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