**Given a string with a non-negative int n,return a larger string that is n copies of the original string.**

fun(“Hello”,2)🡺”HelloHello” fun(“Hello”,3)🡺”HelloHelloHello”

<html>

<head>

<script>

function fun(str,n)

{

result=""

var count=1

while(count<=n)

{

result=result+str

count++

}

return result

}

alert(fun("Hello",3))

alert(fun("Penta",4))

</script>

</head>

<body>

</html>

**Given 3 int values a,b,c return their sum.If one of the value is 13 then it does not count towards the sum and values to its right do not count.For ex,if b is 13,then b and c do not count.**

**Sum(1,2,3)🡺6**

**Sum(1,2,13)🡪3**

**Sum(1,13,2)🡺1**

**Sum(13,2,3)🡪0**

**<html>**

**<head>**

**<script>**

**function sum(a,b,c)**

**{**

**if(a==13)**

**{**

**return 0**

**}**

**if(b==13)**

**{**

**return a**

**}**

**if(c==13)**

**{**

**return a+b**

**}**

**}**

**alert(sum(13,1,2))**

**alert(sum(10,13,2))**

**alert(sum(10,20,13))**

**</script>**

**</head>**

**<body>**

**</html>**

**You are driving a little too fast and police stops you.Write a code to compute the result,encoded as an int value:0🡪no ticket,1🡪small ticket,2🡪bigticket.If the speed is 60 or less,the result is 0.If the speed is in b/w 61-80 the result is 1,if the speed is >81,the result is 2.Unless it is your b’day on that day,your speed can be 5 higher in all cases.**

**<html>**

**<head>**

**<script>**

**function speed\_indicator(speed,isBday)**

**{**

**if(isBday)**

**{**

**speed=speed-5**

**}**

**if(speed<=60)**

**{**

**return 0**

**}**

**else if(speed>=61 && speed<=80)**

**{**

**return 1**

**}**

**else**

**{**

**return 2**

**}**

**}**

**alert("trial 1:"+speed\_indicator(60,false))//0**

**alert("trial 2:"+speed\_indicator(65,false))//1**

**alert("trail 3:"+speed\_indicator(65,true))//0**

**</script>**

**</head>**

**<body>**

**</html>**

**Arrow Functions**

**Arrow functions allow us to write shorter function syntax**

**Without arrow function**

**<script>**

**hello=function() //function hello()**

**{**

**alert("Hello python")**

**}**

**hello()**

**</script>**

**With arrow function**

**Basic syntax param=>expression**

**<script>**

**hello=() => //function hello()**

**{**

**alert("Hello python")**

**}**

**hello()**

**</script>**

**Ex1:**

**<script>**

**hello=function() //function hello()**

**{**

**s="Hello java"**

**return s**

**}**

**ans=hello()**

**alert(ans)**

**</script>**

**Ex2:**

**<script>**

**hello=()=> //function hello()**

**{**

**s="Hello java"**

**return s**

**}**

**ans=hello()**

**alert(ans)**

**</script>**

**Ex3: Arrow function returns value by default**

**<script>**

**hello=()=>"Hello java"**

**alert(hello())**

**</script>**

**Java Script Arrays**

**var sub=[“python”,”java”,”C#”,”C++”]**

**sub[0]🡺”python”**

**sub[1]🡺”java”**

**sub[100]🡪undefined**

**var a=["cricket","football","volleyball","khokho"]**

**alert(a[0])**

**a[0]="Hockey" //updating the array**

**alert(a)**

**a[4]="tennis"//adding new element**

**alert(a)**

**Creating an empty array:**

**1st way var a=[]**

**var a=[]**

**a[0]="cricket"**

**alert(a)**

**2nd way var a=new Array()**

**<script>**

**var a=new Array()**

**a[0]="cricket"**

**alert(a)**

**a[1]="Hockey"**

**alert(a)**

**</script>**

**Finding array length:**

**var a=["cricket","Hockey","Football","Tennis"]**

**alert(a.length)**

**Java script arrays can hold heterogeneous elements also**

**var a=["cricket","10","Football","20"]**

**alert(a)**

**Java script array methods**

**1.push()**

**2.pop()**

**3.unshift()**

**4.shift()**

**5.indexOf()**

**6.slice()**

**1.push()🡪This method adds an element at the end of the array.And this method also returns length of the array after addition of element**

**<script>**

**var a=[10,20,30,40]**

**x=a.push(50)**

**alert(x)//5**

**alert(a)// 10 20 30 40 50**

**</script>**

**2.pop()🡪 Removes and returns last element from the array.**

**<script>**

**var a=[10,20,30,40]**

**x=a.pop()**

**alert(x)//40**

**y=a.pop()**

**alert(y)//30**

**alert(a)// 10 20**

**</script>**

**3.unshift() To add element at 0th index**

**<script>**

**var a=[10,20,30,40]**

**a.unshift(5) // reverse of push()**

**alert(a)**

**</script>**

**shift(): Removes and returns first element**

**<script>**

**var a=[10,20,30,40]**

**x=a.shift() // reverse of pop()**

**alert(x)//10**

**alert(a)//20,30,40**

**</script>**

**indexOf():To get the index of specified element**

**<script>**

**var a=[10,20,30,40]**

**alert(a.indexOf(30))//2**

**</script>**

**If the specified element is not found,indexOf() returns -1**

**slice() used to get part of an array.**

**slice(start,end)🡪returns elements from start to end-1**

**slice()🡪returns the complete array**

**<script>**

**var a=[10,20,30,40,50,60,70,80]**

**alert(a.slice()) //10,20,30,50,40,60,70,80**

**alert(a.slice(1,5))//20,30,40,50**

**</script>**

**Multi dimensional array-Array inside an array**

**<script>**

**var a=[[10,20,30],[40,50],[60,70,80]]**

**//alert(a)//10,20,30,40,50,60,70,80**

**alert(a[0]) //10,20,30**

**alert(a[1][0])//40**

**alert(a[2][2])//80**

**</script>**

**<html>**

**<head>**

**<script>**

**var books=[]**

**var input=Number(prompt("Enter 1-->add,2-->display,3-->exit,4-->remove"))**

**while(input!=3)**

**{**

**if(input==1)**

**{**

**var newBook=prompt("Enter name of the book")**

**books.push(newBook)**

**}**

**else if(input==2)**

**{**

**alert("Available books are")**

**alert(books)**

**}**

**else if(input==4)**

**{**

**x=books.pop()**

**alert("Removed book:"+x)**

**}**

**else**

**{**

**alert("Invalid option")**

**}**

**input=Number(prompt("Enter 1-->add,2-->display,3-->exit"))**

**}**

**alert("Thank you")**

**</script>**

**</head>**

**<body>**

**</htm>**

**for-of loop🡺A simple way to extract elements one by one from an array**

**<script>**

**var a=[10,20,30,40,50]**

**for(n of a)**

**{**

**alert(n)**

**}**

**</script>**

**</head>**

**forEach loop🡪arrayObj.forEach(function)**

**<script>**

**var a=[10,20,30,40,50]**

**function fun(x) //x takes value from a one by one**

**{**

**alert(x)**

**}**

**a.forEach(fun)**

**</script>**