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1. Create a script that prompts the visitor to enter two numbers and then shows their sum.

```
let num1 = prompt("Dame un numero: ");
let num2 = prompt("Dame otro numero: ");

let suma = parseInt(num1) + parseInt(num2);

console.log(`La suma de los numeros es: ${suma}`);
```

2. According to the documentation Math.round and toFixed both round to the nearest number: 0..4 lead down while 5..9 lead up. For instance
alert(1.35.toFixed(1)); // 1.4

In the similar example below, why is 6.35 rounded to 6.3, not 6.4? How to round 6.35 the right way?
Alert(6.35.toFixed(1)); // 6.3

```
let redondeado = Math.round(6.35 * 10) / 10;
alert(rounded.toFixed(1)); // 6.4
```

3. Create a function readNumber which prompts for a number until the visitor enters a valid numeric value. The resulting value must be returned as a number. The visitor can also stop the process by entering an empty line or pressing "CANCEL". In that case, the function should return null.

```
function readNumber(){

  while(true){

    let number = prompt("Dame un numero: ");

    if(number === null || number === ""){
        return null;
    }else if (isNaN(number)){
        alert("Introduce el numero de nuevo");
    }else{
        return number;
    }
  }
}

console.log(readNumber());
```

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4. This loop is infinite. It never ends. Why?
let i = 0;
while (i != 10) {
i += 0.2;
}

Porque la i nunca va a ser igual a 10 ya que tiene valores decimales

5. The built-in function Math.random() creates a random value from 0 to 1 (not including 1). Write the function random(min, max) to generate a random floating-point number from min to max (not including max)

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

let numeroRandom = random(5,10);
console.log(numeroRandom);
```

6. Create a function randomInteger(min, max) that generates a random integer number from min to max including both min and max as possible values. Any number from the interval min..max must appear with the same probability.

```
function randomInteger(min, max){
  return parseInt(Math.random() * ((max +1) - min) + min);
}

let numeroRandom = random(1,3);
console.log(numeroRandom);
```