JS_condition_func

```javascript
const checked_status_if = (status) => {
  if (status === 200) {
    return "OK";
  } else if (status === 404) {
    return "Error";
  } else {
    return "Unknown";
  }
};
const checked_status_switch = (status) => {
  switch (status) {
    case 200:
      return "OK";
    case 404:
      return "Error";
    default:
      return "Unknown";
  }
};
const checked_status_ternary = (status) => {
  const message = status === 200 ? "OK" : status === 404 ? "Error" : "Unknown";
  return message;
};
console.log(checked_status_if(200)); // OK
console.log(checked_status_switch(404)); // Error
console.log(checked_status_ternary(500)); // Unknown
const a = 5;
const b = 10;
const add = (a, b) => a + b;
const xadd = (a, b) => {
  return a + b;
};
console.log(add(a, b)); // Output: 15
console.log(xadd(a, b)); // Output: 15
(() => {
  console.log("Hello World");
})(); // Output: Hello World
function findPerimeter(length, width) {
  const perimeter = 2 * (length + width);
  return perimeter;
};
let result = findPerimeter(6, 7);
console.log(result); // Output: 26
let testIIFE = (function () {
  return 5 + 5;
})();
console.log(testIIFE); // Output: 10
function generateTempId() {
  const randomPart = Math.random().toString(36).substring(2, 8);
  return randomPart.toUpperCase();
}
const orderId = generateTempId();
console.log(`Generated Temporary ID: ${orderId}`);
```