1. const filterOutOdds = (...args) => args.filter(v => v % 2 === 0)
2. const findMin = (...args) => Math.min(...args)
3. mergeObjects({a:1, b:2}, {c:3, d:4}) // {a:1, b:2, c:3, d:4}
4. const doubleAndReturnArgs = (arr, ...args) => [...arr, ...args.map(v => v \*2)]
5. const removeRandom = items => { let idx = Math.floor(Math.random() \* items.length); return [...items.slice(0, idx), ...items.slice(idx + 1)]; }

const extend = (array1, array2) => { return [...array1, ...array2]; }

const addKeyVal = (obj, key, val) => { let newObj = { ...obj } newObj[key] = val; return   newObj;}

const removeKey = (obj, key) => {let newObj = { ...obj } delete newObj[key] return newObj;}

const combine = (obj1, obj2) => { return { ...obj1, ...obj2 }; }

const update = (obj, key, val) => {let newObj = { ...obj } newObj[key] = val; return newObj;}