

## Intro to JavaScript Week 3 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

**Instructions:** In VS Code, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your JavaScript project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

## **Coding Steps:**

- 1. Create an array called ages that contains the following values: 3, 9, 23, 64, 2, 8, 28, 93.
  - a. Programmatically subtract the value of the first element in the array from the value in the last element of the array (do not use numbers to reference the last element, find it programmatically, <a href="mailto:ages[7]">ages[7]</a> ages[0] is not allowed). Print the result to the console.



- b. Add a new age to your array and repeat the step above to ensure it is dynamic (works for arrays of different lengths).
- c. Use a loop to iterate through the array and calculate the average age. Print the result to the console.

```
const ages = [3, 9, 23, 64, 2, 8, 28, 93];
     console.log(ages[ages.length - 1] - ages[0]);
     console.log(ages.length);
     // 1-b
     ages.push(27);
     console.log(ages[ages.length - 1] - ages[0]);
     console.log(ages.length);
     console.log(ages); // prints current array
25
26
     let someOfAges = 0
     for(let i = 0; i < ages.length; i++){</pre>
28
         someOfAges += ages[i];
29
30
     console.log(someOfAges / ages.length); // calculates average age
```

```
      Hello
      Week3-CodingAssignment.js:1

      90
      Week3-CodingAssignment.js:9

      8
      Week3-CodingAssignment.js:10

      24
      Week3-CodingAssignment.js:17

      9
      Week3-CodingAssignment.js:18

      ▶ (9) [3, 9, 23, 64, 2, 8, 28, 93, 27]
      Week3-CodingAssignment.js:24

      28.55555555555555555
      Week3-CodingAssignment.js:30
```

2. Create an array called names that contains the following values: 'Sam', 'Tommy', 'Tim', 'Sally', 'Buck', 'Bob'.

- a. Use a loop to iterate through the array and calculate the average number of letters per name. Print the result to the console.
- b. Use a loop to iterate through the array again and concatenate all the names together, separated by spaces, and print the result to the console.

3	Week3-CodingAssignment.js:45
5	Week3-CodingAssignment.js:45
3	Week3-CodingAssignment.js:45
5	Week3-CodingAssignment.js:45
4	Week3-CodingAssignment.js:45
3	Week3-CodingAssignment.js:45
Sam Tommy Tim Sally Buck Bob	Week3-CodingAssignment.js:53

3. How do you access the last element of any array?

```
56 // 3
57 // Q: How do you access the last element of any array?
58 // ANSWER: you can access the last element in an array by using array.length - 1
59 // let lastElement = array[array.length - 1];
60
61
```



4. How do you access the first element of any array?

```
// 4
// Q: How do you access the first element of any array?
// ANSWER: you can access the first element in an array by using array[0]
// let firstElement = array[0];
// Comparison of the property of t
```

5. Create a new array called nameLengths. Write a loop to iterate over the previously created names array and add the length of each name to the nameLengths array. For example:

```
namesArray = ["Kelly", "Sam", "Kate"] //given this array
nameLengths = [5, 3, 4] //create this new array
```

6. Write a loop to iterate over the nameLengths array and calculate the sum of all the elements in the array. Print the result to the console.

```
// 6
// for loop
// uses a loop to iterate over the nameLengths array
let sumLengths = 0;
for(let i = 0; i < nameLengths.length; i++){
    sumLengths += nameLengths[i]; // calculates the sum of all the elements in the array
}
console.log(sumLengths);</pre>
```



7. Write a function that takes two parameters, word and n, as arguments and returns the word concatenated to itself n number of times. (i.e. if I pass in 'Hello' and 3, I would expect the function to return 'HelloHelloHello').

8. Write a function that takes two parameters, firstName and lastName, and returns a full name (the full name should be the first and the last name separated by a space).

```
// 8
106  // function that takes two parameters, firstName and lastName, and returns a full name
107
108  function makeFullName(firstName, lastName){
109  console.log(firstName + " " + lastName);
110  }
111
112  makeFullName("Reynolds", "Sharp"); // runs function and prints full name
113
```

Reynolds Sharp <u>Week3-CodingAssignment.js:109</u>

9. Write a function that takes an array of numbers and returns true if the sum of all the numbers in the array is greater than 100.

```
// 9
116  // function that takes an array of numbers
117  // returns true if the sum of all the numbers in the array is greater than 100
118
119  function testOneHundred(myArr) {
120    let sumOfNumbers = 0;
121    for(let i = 0; i < myArr.length; i++){
122        sumOfNumbers += myArr[i]; // calculates the sum of all the elements in the array
123    }
124    console.log(sumOfNumbers);
125
126    return (sumOfNumbers > 100)
127    // returns true if sum of all the numbers in the array is greater than 100
128  }
129    console.log(testOneHundred([50, 40, 25])); // takes an array of numbers and prints
```



10. Write a function that takes an array of numbers and returns the average of all the elements in the array.

11. Write a function that takes two arrays of numbers and returns true if the average of the elements in the first array is greater than the average of the elements in the second array.

```
// 11
// function that takes two arrays of numbers and returns true
// if the average of the elements in the first array is
// greater than the average of the elements in the second array.

function findNewAverage(myFirstArray, mySecondArray) {

let sumOne = 0;

for(let i = 0; i < myFirstArray.length; i++) {

sumOne += myFirstArray[i]; // calculates the sum of all the first elements in the array
}

let sumTwo = 0;

for(let i = 0; i < mySecondArray.length; i++) {

sumTwo += mySecondArray.length; i++) {

sumTwo += mySecondArray[i]; // calculates the sum of all the second elements in the array
}

return (sumOne / myFirstArray.length) > (sumTwo / mySecondArray.length); // retruns true if 1 greater than 2
}

console.log(findNewAverage([10, 50, 11000],[36, 75, 2000]));
```

true

Week3-CodingAssignment.js:163

12. Write a function called willBuyDrink that takes a boolean isHotOutside, and a number moneyInPocket, and returns true if it is hot outside and if moneyInPocket is greater than 10.50.

```
// 12
// function that takes boolean isHotOutside and moneyInPocket
// returns true is it hot outside and moneyInPocket is > 10.50
function willBuyDrink(isHotOutside, moneyInPocket){
    return (moneyInPocket > 10.50 && isHotOutside);
}
console.log(willBuyDrink(true, 20.50));
```

true <u>Week3-CodingAssignment.js:171</u>

13. Create a function of your own that solves a problem. In comments, write what the function does and why you created it.

```
// 13
174
175
      // IDEA: RPG healthbar & accrued combat damage ->
      // to determine player health after combat rounds of damage
176
177
      // and if/when the character willDie
178
179
      // damage, damageBonus, playerHealth
180
181
       function willDie(damage, damageBonus, playerHealth){
182
           let i = 0;
183
           let accDmg = 0;
184
           do {
185
               accDmg += damage * damageBonus;
186
               console.log(playerHealth - accDmg);
187
               i++:
188
           } while (playerHealth > accDmg)
189
           if (playerHealth <= accDmg){</pre>
               return console.log("You have died");
190
           } else {
191
               return console.log("You are alive");
192
           }
193
194
       }
195
196
      willDie(5, 1.25, 30);
```

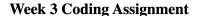
23.75	<u>Week3-CodingAssignment.js:186</u>
17.5	<u>Week3-CodingAssignment.js:186</u>
11.25	Week3-CodingAssignment.js:186
5	<u> Week3-CodingAssignment.js:186</u>
-1.25	Week3-CodingAssignment.js:186
You have died	Week3-CodingAssignment.js:190

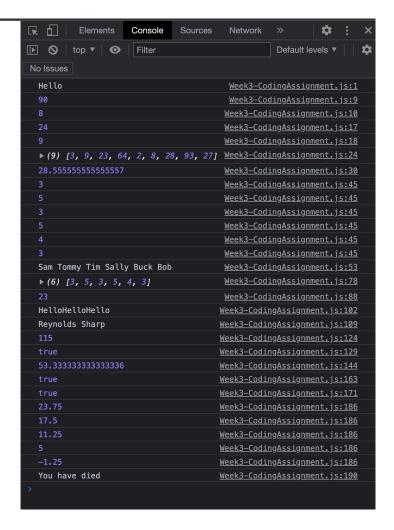
## **Screenshots of Code:**

\*JS Posted above



## **Screenshots of Running Application:**





URL to GitHub Repository: https://github.com/Blackadder331/Week3-Coding-Assignment