1. function biggieSize(arr){

for(var i = 0; i < arr.length; i++){

if(arr[i] > 0){

arr[i] = 'big';

}

}

return arr

}

console.log(biggieSize([-1,3,5,-5]))

2. function LowHigh(arr){

var low = arr[0]

var high = arr[0]

for(var i = 0; i < arr.length; i++){

if(arr[i] > high){

high = arr[i];

}

if(arr[i] < low){

low = arr[i];

console.log(low)

}

}

return high

}

z = LowHigh([-1,3,5,-5])

console.log(z)

3. function a(arr){

var odd = 0

for(var i = 0; i < arr.length; i++){

if(arr[i] % 2 !== 0){

odd = arr[i]

break;

}

}

console.log(arr[arr.length-2])

return odd

}

console.log(a([2,6,7,9,8,4]))

4. function a(arr){

var arrnew = []

for(var i = 0; i < arr.length; i++){

arr[i] = arr[i] \* 2

arrnew.push(arr[i])

}

return arrnew

}

console.log(a([1,2,3]))

5. function a(arr){

var sum = 0

for(var i = 0; i < arr.length; i++){

if(arr[i] > 0){

sum++

}

}

arr[arr.length - 1] = sum

return arr

}

console.log(a([-1,1,1,1]))

6. function a(arr){

var odd = 0;

var even = 0;

for(var i = 0; i < arr.length; i++){

if(arr[i] % 2 !== 0 && arr[i+1] % 2 !== 0 && arr[i+2] % 2 !== 0 ){

if(i === arr.length-1){

break;

}

odd++;

if(arr[i+2] % 2 !== 0){

i += 2

}

}

if(arr[i] % 2 === 0 && arr[i+1] % 2 === 0 && arr[i+2] % 2 === 0){

if(i >= arr.length-1){

break;

}

even++;

if(arr[i+2] % 2 === 0){

i += 2

}

}

}

for(var j = 0; j < odd; j++){

console.log("That's odd!")

}

for(var k = 0; k < even; k++){

console.log("Even more so!")

}

}

console.log(a([1,1,1,3,3,3,5,6,3,4,5,7,9,4,2,6,8,8,8]))

7. function a(arr){

for(var i = 0; i < arr.length; i++){

if(i % 2 !== 0){

arr[i]++

console.log(arr[i])

}

}

return arr

}

console.log(a([1,2,3,4,5,6,7,8]))

8. function a(arr){

for(var i = arr.length - 1; i > 0; i--){

arr[i] = arr[i-1].length

}

return arr

}

console.log(a(["hello", "dojo", "awesome"]))

9. function a(arr){

arrnew = [];

for(var i = 0; i < arr.length; i++){

arrnew.push(arr[i]+7)

}

return arrnew

}

console.log(a([1,2,3]))

10function a(arr){

for(var i = 0; i <= (arr.length - 1) / 2; i++){

var temp = arr[arr.length-1-i]

arr[arr.length-1-i] = arr[i]

arr[i] = temp;

}

return arr

}

console.log(a([3,1,6,4,2]))

11. function a(arr){

for(var i = 0; i < arr.length; i++){

if(arr[i] > 0){

arr[i] = arr[i] - arr[i] - arr[i];

}

}

return arr

}

console.log(a([1,-3,5]))

12. function a(arr){

var hungry = 0

for(var i = 0; i < arr.length; i++){

if(arr[i] == "food"){

console.log("yummy")

}

else if(arr[i] !== "food"){

hungry++

}

if(hungry === arr.length){

console.log("I'm Hungry")

}

}

return arr

}

console.log(a([3,3,4,3]))

13. function a(arr){

var temp = arr[arr.length-1]

arr[arr.length-1] = arr[0]

arr[0] = temp

var temp2 = arr[arr.length - 3]

arr[arr.length - 3] = arr[0 + 2]

arr[0+2] = temp2

return arr

}

console.log(a([true,42,"Ada",2,"pizza"]))

14. function a(arr,num){

for(var i = 0; i < arr.length; i++){

arr[i] = arr[i] \* num;

}

return arr

}

console.log(a([1,2,3],3))