

Functions Problem Set

isEven()

Write a function *isEven()* which takes a single numeric argument and returns true if the number is even, and false otherwise

```
isEven(4);      //true  
isEven(21);     //false  
isEven(68);     //true  
isEven(333);    //false
```

factorial()

write a function `factorial()` which takes a single numeric argument and returns the factorial of that number

$4!$ is $4 \times 3 \times 2 \times 1$

$6!$ is $6 \times 5 \times 4 \times 3 \times 2 \times 1$

base case should start
from 0

$0!$ is 1

```
factorial(5);    //120
factorial(2);    //2
factorial(10);   //3628800
factorial(0);    //1
```

kebabToSnake()

write a function *kebabToSnake()* which takes a single kebab-cased string argument and returns the snake_cased version.

Basically, replace `"-"`s with `"_"`s

```
kebabToSnake( "hello-world" );           // "hello_world"  
kebabToSnake( "dogs-are-awesome" );      // "dogs_are_awesome"  
kebabToSnake( "blah" );                  // "blah"
```

```
str.replace(/-/g, "_")
```

and it returns a new string instead of changing the current str

```
var newstr = str.replace(/-/g, "_");
```

```
setInterval(myfunc, 1000);
```

can pass a function into another function, 1000ms is the interval time.
and we only pass the name of the function and code inside of it.

Higher Order Function:

we can pass another function into it.

```
setInterval(function() {console.log("anonymous function")}, 1000 );  
define the function inside
```