```
const fn = (is Bad) =) {
roturn (n)=) {
    let left = 1
    (et right = n;
    while (left cright) {
       const mid = Math. floor( | left + right)/2);
       if ( is Bad (mid )) {
          right = mid;
        3 else 9
           (eft = mid+1)
     return left;
```