1)Write a function called “addFive”.Given a number, “addFive” returns 5 added to that number.

function addFive(num) {

return num+5;

}

var result = addFive(5);

console.log(result);

Output:

10

Execution Time:

0.065s

Memory Used:

8136kb

2)Write a function called “getOpposite”.

Given a number, return its opposite

function getOpposite(num)

{

if(num>0)

{

return -num;

}

if(num<0)

{

var p=Math.abs(num);

return p;

}

if(num===0)

{

return 0;

}

else

{

return -1;

}

}

var result = getOpposite("5a");

console.log(result);

Output:

-5

Execution Time:

0.067s

Memory Used:

8028kb

3)Fill in your code that takes an number minutes and converts it to seconds.

function toSeconds(min)

{

return min\*60;

}

var secs = toSeconds(5);

console.log(secs);

Output:

300

Execution Time:

0.066s

Memory Used:

8088kb

4)Create a function that takes a string and returns it as an integer.

function toInteger(mystr)

{

var a=parseInt(mystr);

return a;

}

var myint = toInteger("1000");

console.log(myint);

Output:

1000

Execution Time:

0.067s

Memory Used:

8124kb

5)Create a function that takes a number as an argument, increments the number by +1 and returns the result.

function nextNumber(myint)

{

return myint+1;

}

var myNextint = nextNumber(-3);

console.log(myNextint);

Output:

-2

Execution Time:

0.07s

Memory Used:

8104kb

6)Create a function that takes an array and returns the first element.

function getFirstElement(arr)

{

return arr[0];

}

var data = getFirstElement([80,5,100]);

console.log(data);

Output:

80

Execution Time:

0.066s

Memory Used:

8224kb

7)Write a function that converts hours into seconds.

function hourToSeconds(arr)

{

return arr\*60\*60;

}

var data = hourToSeconds(2)

console.log(data);

Output:

7200

Execution Time:

0.066s

Memory Used:

8112kb

8)Create a function that takes height and width and finds the perimeter of a rectangle.

function findPerimeter(num1,num2)

{

return 2\*(num1+num2);

}

var peri = findPerimeter(6,7)

console.log(peri);

Output:

26

Execution Time:

0.066s

Memory Used:

8132kb

9)Given two numbers, return true if the sum of both numbers is less than 100. Otherwise return false.

function lessThan100(num1,num2)

{

var num3=num1+num2;

if(num3<100)

{

return true;

}

else

{

return false;

}

}

var res = lessThan100(22,15)

console.log(res);

Output:

true

Execution Time:

0.066s

Memory Used:

8152kb

10)There is a single operator in JavaScript, capable of providing the remainder of a division operation. Two numbers are passed as parameters. The first parameter divided by the second parameter will have a remainder, possibly zero. Return that value.

function remainder(num1,num2)

{

return num1%num2;

}

var res = remainder(3,4)

console.log(res);

Output:

3

Execution Time:

0.067s

Memory Used:

8172kb