ALGORITHM - III

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```
function a(x,y){
  return 5;
}
console.log(a(5,5))
```

OUTPUT:

5

```
function a(x,y){
    z = []
    z.push(x);
    z.push(y);
    z.push(5);
    console.log(z);
    return z;
}
b = a(2,2)
console.log(b);
console.log(a(6,8));
```

OUTPUT:

[2,2,5]

[2,2,5]

[6,8,5]

undefined

```
function a(x){
   z = [];
   z.push(x);
   z.pop();
   z.push(x);
   z.push(x);
   return z;
}
y = a(2);
y.push(5);
console.log(y);
```

OUTPUT:

[2,2,5]

```
function a(x){
   if(x[0] < x[1]) {
      return true;
   }
   else {
      return false;
   }
}
b = a([2,3,4,5])
console.log(b);
```

OUTPUT:

true

```
function a(x){
    for(var i=0; i<x.length; i++){
      if(x[i] > 0){
           x[i] = "Coding";
      }
    }
    return x;
}
console.log(a([1,2,3,4]))
```

OUTPUT:

[coding,coding,coding,coding]

```
function a(x){
    for(var i=0; i<x.length; i++){
      if(x[i] > 5){
           x[i] = "Coding";
      }
      else if(x[i] < 0){
           x[i] = "Dojo";
      }
    }
    return x;
}
console.log(a([5,7,-1,4]))
```

OUTPUT:

[5,Coding,Dojo,4]

```
function a(x){
   if(x[0] > x[1]) {
    return x[1];
   }
   return 10;
}
b = a([5,10])
console.log(b);
```

OUTPUT:

10

```
function sum(x){
    sum = 0;
    for(var i=0; i<x.length; i++){
       sum = sum + x[i];
       console.log(sum);
    }
    return sum;
}
```

OUTPUT:

error

Part 2

1) Analyze an array's values and return the average of its values.

```
function printAverage(x){
   sum = 0;
   for(var i=0; i<x.length; i++){
     sum = sum+x[i];
   }
  return sum/x.length;
}
y = printAverage([1,2,3]);
console.log(y); // should log 2

y = printAverage([2,5,8]);
console.log(y); // should log 5
```

2) Create an array with all the odd integers between 1 and 255 (inclusive)

```
function returnOddArray(){
   var arr=[];
   for(var i=1; i<256; i=i+2){
      arr.push(i);
   }
  return arr;
}
y = returnOddArray();
console.log(y); // should log [1,3,5,...,253,255]
```

3) Square each value in a given array, returning that same array with changed values.

```
function squareValue(x){
   for(var i=0; i<x.length; i++){
     x[i]*=x[i];
   }
   return x;
}
y = squareValue([1,2,3]);
console.log(y); // should log [1,4,9]

y = squareValue([2,5,8]);
console.log(y); // should log [4,25,64]
```