**Exercises : Functions**

1. Declare a function *fullName* and it print out your full name.\*\*\*
2. Declare a function *fullName* and now it takes firstName, lastName as a parameter and it returns your full - name.\*\*
3. Declare a function *addNumbers* and it takes two two parameters and it returns sum.\*\*
4. An area of a rectangle is calculated as follows: *area = length x width*. Write a function which calculates *areaOfRectangle*.\*\*
5. perimeter of a rectangle is calculated as follows: *perimeter= 2x(length + width)*. Write a function which calculates *perimeterOfRectangle*.
6. A volume of a rectangular prism is calculated as follows: *volume = length x width x height*. Write a function which calculates *volumeOfRectPrism*.
7. Area of a circle is calculated as follows: *area = π x r x r*. Write a function which calculates *areaOfCircle*
8. Circumference of a circle is calculated as follows: *circumference = 2πr*. Write a function which calculates *circumOfCircle*
9. Density of a substance is calculated as follows:*density= mass/volume*. Write a function which calculates *density*.
10. Speed is calculated by dividing the total distance covered by a moving object divided by the total amount of time taken. Write a function which calculates a speed of a moving object, *speed*.
11. Weight of a substance is calculated as follows: *weight = mass x gravity*. Write a function which calculates *weight*.
12. Temperature in oC can be converted to oF using this formula: *oF = (oC x 9/5) + 32*. Write a function which convert oC to oF *convertCelciusToFahrenheit*.
13. Write a function called *checkSeason*, it takes a month parameter and returns the season:Autumn, Winter, Spring or Summer.
14. Math.max returns its largest argument. Write a function findMax that takes three arguments and returns their maximum with out using Math.max method.
15. console.log(findMax(0, 10, 5));
16. 10;
17. console.log(findMax(0, -10, -2));

0;

1. Linear equation is calculated as follows: *ax + b = c*. Write a function which calculates value of a linear equation, *solveLinEquation*.
2. Quadratic equation is calculated as follows: *ax2 + bx + c = 0*. Write a function which calculates value or values of a quadratic equation, *solveQuadEquation*.