JavaScript Hands on Exercises

1. Write a function named **tellFortune** that:
   - takes 4 arguments: number of children, partner's name, geographic location, job title.
   - outputs your fortune to the screen like so: "You will be a X in Y, and married to Z with N kids."
   - Call that function 3 times with 3 different values for the arguments.
   - Sample Function call: tellFortune('bball player', 'spain', 'Shaq', 3);

2. Write a function named **calculateSupply** that:
   - takes 2 arguments: age, amount per day.
   - calculates the amount consumed for rest of the life (based on a constant max age).
   - outputs the result to the screen like so: "You will need NN to last you until the ripe old age of X"
   - Call that function three times, passing in different values each time.
   - Bonus: Accept floating point values for amount per day, and round the result to a round number.
   - Sample Function call: calculateSupply(28, 36);

3. Write a function named **calculateAge** that:
   - takes 2 arguments: birth year, current year.
   - calculates the 2 possible ages based on those years.
   - outputs the result to the screen like so: "You are either NN or NN"
   - Call the function three times with different sets of values.
   - Bonus: Figure out how to get the current year in JavaScript instead of passing it in.
   - Sample Function call: calculateAge(1984, 2012);

4. Create an array to hold your top choices (colors, presidents, whatever).
   - For each choice, log to the screen a string like: "My #1 choice is blue."
   - Bonus: Change it to log "My 1st choice, "My 2nd choice", "My 3rd choice", picking the right suffix for the number based on what it is.

5. Write a function named greaterNum that:
   - takes 2 arguments, both numbers.
   - returns whichever number is the greater (higher) number.
   - Call that function 2 times with different number pairs, and log the output to make sure it works (e.g. "The greater number of 5 and 10 is 10.").

6. Write a function named helloWorld that:
   - takes 1 argument, a language code (e.g. "es", "de", "en")
   - returns "Hello, World" for the given language, for atleast 3 languages. It should default to returning English.
   - Call that function for each of the supported languages and log the result to make sure it works.
   - Sample Function calls:
     - console.log(helloWorld('en'));
     - console.log(helloWorld('fr'));

7. Write a function named assignGrade that:
   - takes 1 argument, a number score.

- returns a grade for the score, either "A", "B", "C", "D", or "F".
- Call that function for a few different scores and log the result to make sure it works.
- Sample Function call: console.log('You got a ' + assignGrade(95));

8. Create an object to hold information on your favorite recipe. It should have properties for title (a string), servings (a number), and ingredients (an array of strings).
    - On separate lines (one console.log statement for each), log the recipe information so it looks like:
        - Mole
        - Serves: 2
        - Ingredients:
            - cinnamon
            - cumin
            - cocoa

9. Create an array of objects, where each object describes a book and has properties for the title (a string), author (a string), and alreadyRead (a boolean indicating if you read it yet).
    - Iterate through the array of books. For each book, log the book title and book author like so: "The Hobbit by J.R.R. Tolkien".
    - Now use an if/else statement to change the output depending on whether you read it yet or not. If you read it, log a string like 'You already read "The Hobbit" by J.R.R. Tolkien', and if not, log a string like 'You still need to read "The Lord of the Rings" by J.R.R. Tolkien.'

10. Create a Movie database
    - Create an object to store the following information about your favorite movie: title (a string), duration (a number), and stars (an array of strings).
    - Create a function to print out the movie information like so: "Puff the Magic Dragon lasts for 30 minutes. Stars: Puff, Jackie, Living Sneezes."