## **Exercise Sheet 3**

- 1) Write a function that calculates the perimeter of a rectangle and call that function *perimeterCalculator* with the parameters 12 for length and 14 for width. Hint: this function should take 2 parameters.
- 2) Write a function that tell the person if he is allowed to pass his driving theory in the UK or not (18 years old) by returning a Boolean. The function should be called *drivingTheoryTester* and take age for parameter.
- 3) Write a function which by giving it your body mass index will tell you if you are healthy or not. Info: under 18.5 BMI means underweight; from 18.5 to 25 means healthy weight; from 25 to 30 means overweight and over 30 means obese.
- 4) Write a function which calculates the square of a number and then write a second function which calculates the cube of a number using the square function in its body. Pick appropriate names for the functions.
- 5) <u>Challenge:</u> Write a function which computes the factorial of a number. Look up what the factorial of a number is on internet first if you do not know what it is!

Answers:

1)

```
function perimeterCalculator(length, width) {
   return 2*(length+width);
}

perimeterCalculator(12, 14);
```

2)

```
function perimeterCalculator(age) {
   if(age >= 18) {
      return true;
   } else {
      return false;
   }
}

var age = 5; //or anything else
drivingTheoryTester(age);
```

3)

```
function BMIresult(BMI) {

if(0.0<BMI && BMI<18.5) {
   return "underweigth";
  } else if (18.5<=BMI && BMI<25.0) {
   return "healthy";
  } else if (25.0<=BMI && BMI<30.0) {
   return "overweigth";
  } else if (30.0<= BMI) {
   return "obese";
  }
}

var BMI = 20.0; //where you enter your BMI
BMIresult(BMI);</pre>
```

4)

```
function square(number) {
   return number*number;
}

function cube(number) {
   return square(number)*number;
}

cube(2); // = 8 for example
```

5) This question introduces a concept called recursion. It is one of the most used concept in programming. Feel free to read about it online!

```
function factorial(number) {
   // this is because of the definition of
   // the factorial of 0
   if (number == 0) {
      return 1;
   } else {
      return number*factorial(number);
   }
}

factorial(3); // will give you 6;
```