What can we use algorithms and How you can create algorithms?

Algorithm itself means procedure that enables the answer of a specific tasks and problems, and hence? for this you are needed! Here are some examples...

PALINDROME

Race car – two part string, but when put them together We will get 'racecar'. What happens when We reverse this two-part string? Nothing at all - such an event called PALINDROME, because We get the same meaning. Into file *PALINDROME.js* is example how use JS to creation something like this.

FIZZBUZZ

Originally, the FizzBuzz test gained popularity as a game for kids to teach them to divide. The children sat in a circle and said in the whole numbers one by one, first - one, second - two and so on. If a number was divisible by 3, then you had to shout "FIZZ", if it was divisible by 5, it's "BUZZ", but if by 3 and 5, then "FIZZBUZZ". Let's see how I managed with this challenge... in *FIZZBUZZ.js* file.

MOST FREQUENT ITEM

Check the *HOW_MANY.js* file for details on how to find the most frequent item in string. Nothing more, nothing less...

CHANGE FIRST LETTER TO UP, LESS DOWN...

(...AND CHECK SYMBOLS CHARACTER :-))

Algorithm on file *firstLetterBig.js* changing your input words as described above. This is best illustrated by an example, which I posted there. I hope you will find this solution useful while validating your forms and not only.

FIBONACCI STRING

It's a sequence of natural numbers determined recursively as follows:

The first term is 0, the second is equal to 1, each next is the sum of the previous two. Discussed in 1202 by Leonard of Pisa, known as Fibonacci, in his work *Liber abaci* as a solution to the problem of the reproduction of rabbits.

You can find my algorithmic notation in the file *FIBO.js*.

more in time... ***github.com/jochemos***