## **Assignment**

Create the following functions:

• Create a function that rotates the items in an array by n steps and returns the rotated array. The function should take in an array, and how many spaces it should rotate (n).

Do not use Ruby's built-in Array.rotate function.

- Example: If your input is: ["cat", "dog", "mouse", "shoe"], 2 Your output should be: ["mouse", "shoe", "cat", "dog"]
   If your input is: [1, 2, 3, 4, 5], 1 Your output should be: [5, 1, 2, 3, 4]
- Extra Credit:
  - Be able to accept negative n values and rotate your array backwards. Example: If your input is: ["cat", "dog", "mouse", "shoe"], -1 Your output should be: ["dog", "mouse", "shoe", "cat"]
  - Design your function to rotate the array 'in place', meaning it will perform the operation without creating additional arrays.
- Create an n factorial function. A factorial is the evaluation of n! This number is calculated by multiplying every number from 1 to and including n.

The first few factorials are:

```
1! = 1 = 1 2! = 2 = 1 * 2 3! = 6 = 1 * 2 * 3 4! = 24 = 1 * 2 * 3 * 4 5! = 120 = 1 * 2 * 3 * 4 * 5 6! = 720 = 1 * 2 * 3 * 4 * 5 * 6
```

We use factorials for various different uses in mathematics. A common real-life use case would be if you wanted to figure out how many different ways a certain set of items could be arranged in a series. (This would be known as a permutation)

Say we had four pictures, and we wanted to figure out how many ways we could arrange the four pictures next to each other. We could use 4 factorial. Giving us 24 possible configurations of the four paintings.

[1] [2] [3] [4]

Do not use Ruby's built-in Math.factorial function.

Example: If your input is: 6 Your output should be: 720 = (1 \* 2 \* 3 \* 4 \* 5 \* 6)

If your input is: 7 Your output should be: 5040 = (1 \* 2 \* 3 \* 4 \* 5 \* 6 \* 7)

Edge cases: If your input is a negative integer Your output should be: undefined

```
If your input is: 0
Your output should be: 1
```

Note: You are urged to attempt both problems, however only one will be submitted for grading. You can choose which

