

LAB 2

Functions and Objects

Exercise 1

Functions

a)

1. Declare a function with the name **sayHi**. The function should include a statement making use of **document.writeln** to write "Hello".
2. Call the function to make it run.
3. Run the index.html file in the browser, you should see the text "Hello" written on your page.

b)

1. Declare a function with the name **sumNumbers**, which accepts two parameters called **num1** and **num2**. The function should include a statement which sums the parameter values and writes the result with **document.writeln**.
2. Call the function to make it run, with two numbers as arguments.
3. Run the index.html file in the browser, you should see the sum of the two numbers.

c)

1. Rewrite the previous function (from task b) to an arrow-function, saved in a constant variable named **arrowSum**.
2. Call the function to make it run, with two numbers as arguments.
3. Run the index.html file in the browser, you should see the sum of the two numbers.

d)

1. Rewrite the function from task b to an anonymous function.
2. Call the function to make it run, with two numbers as arguments.
3. Run the index.html file in the browser, you should see the sum of the two numbers.

e)

1. Create a local variable named **pi** and give it a value of **3.14**.
2. Declare a function named **multiplier**, accepting a number as parameter. The function should include a statement which multiplies the local variable **pi** with the parameter, and displays the result with **document.writeln**.
3. Call the function to make it run, with one number as argument.
4. Run the index.html file in the browser, you should see the answer of the multiplication.

f)

1. Declare a function named **randomInt**, accepting a number as parameter. The function should include a statement which prints a random number between 0 and the number provided as parameter. Display the result with **document.writeln**.
2. Call the function to make it run, with one number as argument.
3. Run the index.html file in the browser, you should see a random number between 0 and the argument given each time you refresh the website.

Hint: https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/random

g)

1. Create a constant variable named **numbers**, containing an array with three numbers.
2. Declare a function named **addition**, which accepts three numbers as parameters. The function should include a statement which adds up the three numbers provided as parameters. Display the result with **document.writeln**.
3. Call the function to make it run, with the three individual numbers from the array given as arguments. Use the spread operator to achieve this.
4. Run the index.html file in the browser, you should see the three numbers from your array added up.

Exercise 2

Objects

- a) Create an object for a hotel containing the following key and value pairs.

Key	Value	Type
name	Quay	String
rooms	40	Number
booked	25	Number
gym	true	Boolean
roomTypes	twin, double, suite	Array

- b) **document.writeln** the value of the key "rooms".

c)

1. Change the value of the key "name" to "Crowne".
2. **document.writeln** the new value of the key "name".

d)

1. The object is missing information about number of available parking spots! Add a new property called "parkingSpots" and give it a value of 100.
2. **document.write** the value of your new key "parkingSpots".

e)

1. It seems that the "gym" key and its value will no longer be needed as part of the object. Please delete it using the correct operator.
2. **console.log** the hotel object and you should see that the gym key is no longer part of the object.