

#### Code 1

```
function a(){
    var arr = []
    for(i=1; i<=255; i++){
        arr.push(i);
    }
    return arr;
}
var a = a();
console.log(a);
```

---

#### Code 2

```
function a(){
    var sum = 0;
    for(i=0; i<=1000; i+= 2){
        sum += i;
    }
    return sum;
}
var b = a();
console.log(b);
```

---

#### Code 3

```
function a(){
    var sum = 0;
    for(i=1; i<=5000; i+= 2){
        sum += i;
    }
    return sum;
}
var b = a();
console.log(b);
```

---

#### Code 4

```
var arr = [1, 2, 3, 4, 5];
function a(x){
    var sum = 0;
    for(i=0; i<x.length; i++){
        sum += x[i];
    }
}
```

```
        }
        return sum;
    }
    var b = a(arr);
    console.log(b);
```

---

#### Code 4 Alternate

```
var arr = [1, 2, 3, 4, 5];

function a(x){
    var sum = x.reduce(function(a,b){return a + b}, 0);
    return sum;
}

console.log(a(arr));
```

---

#### Code 5

```
var arr = [1, 2, 6, 4, 5];
function a(x){
    var max = 0;
    for(i=0;i<x.length;i++){
        if(max < x[i]){
            max = x[i];
        }
    }
    return max;
}
var b = a(arr);
console.log(b);
```

---

#### Code 5 alternate

```
var arr = [1, 2, 6, 4, 5];
function a(x){
    var max = Math.max(...arr);
    return max;
}
console.log(a(arr));
```

---

#### Code 6

```
var arr = [1, 2, 3, 4, 5];
function a(x){
    var sum = 0;
    for(i=0;i<x.length;i++){
        sum += x[i];
    }
    return sum/x.length;
}
var b = a(arr);
console.log(b);
```

---

#### Code 6 Alternate

```
var arr = [1, 2, 3, 4, 5];

function a(x){
    var sum = x.reduce(function(a,b){return a + b}, 0);
    return sum/x.length;
}

console.log(a(arr));
```

---

#### Code 7

```
function a(){
    var x = [];
    for(i=1; i<50; i+=2){
        x.push(i);
    }
    return x;
}
console.log(a());
```

---

#### Code 8

```
var arr = [1, 2, 3, 4, 5];

function a(x, y){
    var sum = 0;
    for(i=0; i<x.length; i++){
        if(y>x[i]){
            sum++;
        }
    }
}
```

```
        }
        return sum;
    }

    console.log(a(arr, 3));
```

---

#### Code 9

```
var arr = [1, 2, 3, 4, 5];

function a(x){
    for(i=0; i<x.length; i++){
        x[i] *= x[i];
    }
    return x;
}

console.log(a(arr));
```

---

#### Code 10

```
var arr = [-1, 2, -3, 4, -5];

function a(x){
    for(i=0; i<x.length; i++){
        if(x[i]<0){
            x[i] = 0;
        }
    }
    return x;
}

console.log(a(arr));
```

---

#### Code 11

```
var arr = [-1, 2, -3, 4, -5];

function a(x){
    var max = Number.MIN_VALUE;
    var min = Number.MAX_VALUE;
    var sum = 0;
    var y = [];
    for(i=0; i<x.length; i++){
```

```

        if(max < x[i]){
            max = x[i];
        }
        if(min > x[i]){
            min = x[i];
        }
        sum += x[i]
    }
    y.push(max, min, sum/x.length);
    return y;
}

console.log(a(arr));

```

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#### Code 11 Alternate

```

var arr = [-1, 2, -3, 4, -5];

function a(x){
    var y = [];
    var max = Math.max(...x);
    var min = Math.min(...x);
    var sum = x.reduce(function(a,b){return a + b}, 0);
    y.push(max, min, sum/x.length);
}

console.log(a(arr));

```

---

#### Code 12

```

var arr = [-1, 2, -3, 4, -5];

function a(x){
    var b = x[0];
    x[0] = x[x.length - 1];
    x[x.length - 1] = b;
    return x;
}

console.log(a(arr))

```

---

#### Code 13

```

var arr = [-1, 2, -3, 4, -5];

```

```
function a(x){  
    for(i=0; i<x.length; i++){  
        if(x[i]<0){  
            x[i] = "Dojo";  
        }  
    }  
    return x;  
}  
  
console.log(a(arr));
```