Task 49:

Write a function that returns nothing and observe the default return value.

Code:

Output:



Task 50:

Declare a function with default parameters and call it with different arguments.

```
      undefined undefined
      50

      alex 18
      50

      kayal 18
      50

      25 undefined
      50
```

Task 51:

Declare a simple arrow function named greet that takes one parameter name and returns the string "Hello, name!". Test your function with various names.

Code:

Output:

Task 52:

Write an arrow function named add that takes two parameters and returns their sum. Validate your function with several pairs of numbers.

	47	<u>52.h</u>
	34	52.h
	149	<u>52.</u> h
	74	52.h
`		

Task 53:

Declare an arrow function named is Even that checks if a number is even. If the number is even, it should return true; otherwise, false. Remember that if arrow function body has a single statement, you can omit the curly braces.

false	53.html:
true	53.html:
true	53.html:

Task 54:

Implement an arrow function named maxValue that takes two numbers as parameters and returns the larger number. Here, you'll need to use curly braces for the function body and the return statement.

```
Default levels

3 is less than 5
5 is the largest number
52 is less than 72
72 is the largest number
373 is less than 893
893 is the largest number
```

Task 55:

Examine the behavior of this keyword inside an arrow function vs a traditional function. Create an object named myObject with a property value set to 10 and two methods: multiplyTraditional using a traditional function and multiplyArrow using an arrow function. Both methods should attempt to multiply the value property by a number passed as a parameter. Check the value of this inside both methods.

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Traditional function multiplication		55.html:
230		55.html:
Arrow function multiplication		55.html:
NaN		55.html: