## 6.RGB to Hex

Write tests to check the functionality of the following code:

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| rgb-to-hex.js |
| **function** *rgbToHexColor*(red, green, blue) {  **if** (!Number.isInteger(red) || (red < 0) || (red > 255)){  **return** undefined; ***// Red value is invalid***  }**if** (!Number.isInteger(green) || (green < 0) || (green > 255)){  **return** undefined; ***// Green value is invalid***  }**if** (!Number.isInteger(blue) || (blue < 0) || (blue > 255)){  **return** undefined; ***// Blue value is invalid***  }**return "#"** +  (**"0"** + red.toString(16).toUpperCase()).slice(-2) +  (**"0"** + green.toString(16).toUpperCase()).slice(-2) +  (**"0"** + blue.toString(16).toUpperCase()).slice(-2); } |

Your tests will be supplied with a function named 'rgbToHexColor()', which takes **three arguments**. It should meet the following requirements:

* Take three integer numbers, representing the red, green, and blue values of RGB color, each within the range [0…255]
* Return the same color in hexadecimal format as a string (e.g. **'#FF9EAA'**)
* Return undefined if **any** of the input parameters are of an invalid type or **not** in the **expected range**