**A function that takes no arguments and returns something**

const F2 = function (e, f) {

return e + ' ' + f

};

const m = F2("Kate", "Winslet");

console.log(m);

**HOW TO EXCLUDE THE ARGUMENTS?????????????????**

**A function that takes arguments,**

**does something but does not**

**return anything - 6 points**

**const F3 = ????????????????????**

**A function that takes three strings and returns the string that is the longest.**

const F4 = function (d, e, g) {

if ((d.lenght > e.lenght) && (d.lenght > g.lenght)) {

return d;

} else if ((e.lenght > d.lenght) && (e.lenght > g.lenght)) {

return e;

} else {

return g;

};

};

const y = F4("Titanic", "Kate", "movie")

console.log(y)

**RETURNS MOVIE< SHOULD BE TITANIC??????????????????????????**

**Create a function called numLength that takes a number and returns the**

**number of characters in the number (example: numLength(8940); should return 4).**

**Hint: strings have .length, numbers don't - so make a string and then get the length**

const numLength = function (a){

const alfa = "a";

return alfa.lenght;

};

const three = numLength(777);

console.log (three);

**??????????????????????????returns UNDEFINED**

const numLength = function (a) {

const alfa = "a";

const beta = alfa.length;

return beta;

};

const three = numLength(777);

console.log (three);

**?????????????????????????? returns 1**

**Create a function runStuff that takes two numbers and a string.**

**If the string is 'rectangle', return the area of a rectangle using the two numbers as base and height.**

**If the string is 'triangle', return the area of a triangle (you can use the triangleArea function here).**

**If the string does not match 'rectangle' or 'triangle', return -1. - 10 points**

const runStuff = function (number1, number2, str1){

if (str1 === "rectangle"){

return TA1(number1, number2) {

} else if (str1 === "triangle"){

return TA2 (number1, number2);

} else {

return -1;

};

};

const RS = runSTaff(4, 6, "rectangle");

console.log (RS);

**???????????????????????????returns -1???????????**