

Function Practice

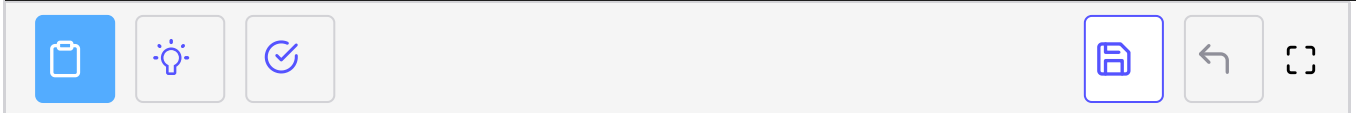
Practice writing functions in combination with everything we've learned so far.

This lesson is just problems. If you can get through these, you've mastered everything we've learned so far. Good luck, and have fun!

INSTRUCTIONS

Modify this function to take in a parameter. If the parameter is truthy, return `true`. Otherwise, return `false`.

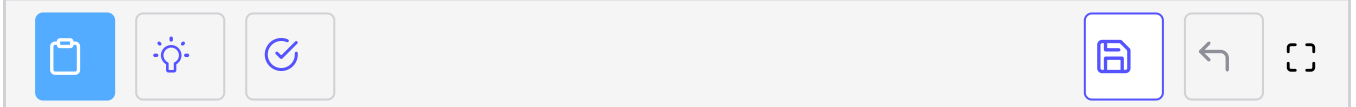
```
1 function isTruthy() {}
2
3
4
5
```



INSTRUCTIONS

Modify this function to take in a parameter. That parameter will be a number. If the number is even, return `true`. Otherwise, return `false`.

```
1 function isEven() {}
2
3
4
5
```



INSTRUCTIONS

Modify this function to take in 3 arguments. Return the number of arguments that are **not** `undefined`.

There are many ways to do this using features of the language we haven't

There are many ways to do this using features of the language we haven't discussed. However, it can be done using what you know so far.

```
1 function detectArguments() {}  
2  
3  
4  
5
```



INSTRUCTIONS

Write a function that takes in a number greater than or equal to 0. If the number is greater than 10, round up to the nearest integer. If the number is below 10, round down to the nearest integer. If the number is an integer, don't round.

After rounding, return the number.

Example:

```
round(9); // -> 9  
round(10); // -> 10  
round(11); // -> 11  
round(10.1); // -> 11  
round(10.88); // -> 11  
round(9.9); // -> 9  
round(9.1); // -> 9  
round(0.1); // -> 0
```

```
function round() {}
```

