1.Define a function called greet that logs "Hello!" to the console. Call the function after defining it.

```
function greet(){

   console.log("Hello");

}

greet();
```

2.Write a function named showMessage that logs "This is a message!" to the console. Call the function once after defining it.

```
function showMessage(){

   console.log("This is a message!");

}

showMessage();
```

3.Create a function called logInfo that prints "Logging Information…" to the console. Call the function after defining it.

```
function loginfo(){

   console.log("Logging information.....");

}

loginfo();
```

4.Define two functions:

startGame that logs "Game Started!"

endGame that logs "Game Over!"
Inside the startGame function, call the endGame function.

```
function startGame(){

   console.log("Game Started!");

   endGame();

}

function endGame(){

   console.log("Game Over!");

}

startGame();
```

5.Create two functions:

beginTask that logs "Task Started".

finishTask that logs "Task Finished".
Inside the beginTask function, call the finishTask function.

```
function beginTask(){

    console.log("Task Started");

    finishTask();

}

function finishTask(){

    console.log("Task Finished");

}

beginTask();
```