- 1. Given a variable score, use a ternary operator to determine the performance level:
- -"Excellent" if score is 90 or above
- -"Good" if score is between 60 and 89
- -"Needs Improvement" if the score is below 60.

Input:

Score:95

Output :Excellent

Score: 75 Output: Good

Code:

```
var score = 95;
(score>=90)
  ? console.log("excellent")
  : (60<=score && score<=89)
  ? console.log("good")
  : console.log("needs improvement")</pre>
```

Excellent

Code:

```
var score = 75;
(score>=90)
  ? console.log("excellent")
  : (60<=score && score<=89)
  ? console.log("good")
  : console.log("needs improvement")</pre>
```

good

- 2. Given a variable 'day', use a ternary operator to check if it's a weekend:
- -"weekend" if day is saturday or sunday
- -"weekday" for any other day.

Input:

day=saturday

output:weekend

Input

day=monday

output:weekday

Code:

```
var day = "monday";
(day=="saturday"||day=="sunday")
? console.log("weekend")
: console.log("weekday");
```

Weekday

Weekend

3. Given a string inputstring, use a ternary operator to check if it is a palindrome. A string is considered a palindrome. A string is considered a palindrome if it reads the same forwards and backwards.

Input inputstring = "madam"

Output: palindrome

Input inputstring = "hello"

Output: not a palindrome

Code:

```
var x = "malayalam";
var y = "";
for (i = x.length - 1; i >= 0; i--) {
    y = y.concat(x[i]);
}

(x==y)
    ? console.log(`${x} is palindrome`)
    : console.log(`${x} is not palindrome`);
```

Output:

malayalam is palindrome

Code:

```
var x = "world";
var y = "";
for (i = x.length - 1; i >= 0; i--) {
    y = y.concat(x[i]);
}

(x==y)
    ? console.log(`${x} is palindrome`)
    : console.log(`${x} is not palindrome`);
```

Output:

world is not palindrome

```
4.Input: HELLO
```

Output:

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HELL HELLO

Code:

```
var x="HELLO"
var y=""
for(i=0;i<=x.length-1;i++) {
    y=y.concat(x[i]);
    console.log(y);
}</pre>
```

Output:

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HELL

HELLO