

```
'use strict'

console.log('Loading function');

exports.handler = async (event, context) => {

  let min = 0;

  let max = 10;

  let generatedNumber = Math.floor(Math.random() * max) + min;

  let resultString = "Test";

  if (generatedNumber == 1){

    resultString = "Hello World!";

  }

  else if (generatedNumber == 2){

    resultString = "Don't let your memes be dreams";

  }

  else if (generatedNumber == 3){

    resultString = "The internet is a series of tubes";

  }

  else if (generatedNumber == 4){

    resultString = "The cake is a lie";

  }

  else if (generatedNumber == 5){

    let resultString = "AND HIS NAME IS JOHN CENA";

  }

  else if (generatedNumber == 6){

    resultString = "Hot Wheels Acceleracers is an underrated classic";

  }

  else if (generatedNumber == 7){

    resultString = "Taco cat backwards is taco cat";

  }

  else if (generatedNumber == 8){

    resultString = "Peter Piper picked a patch of purple peppers";

  }

  else if (generatedNumber == 9){

    resultString = "Dr Skiles is awesome!";

  }

  else {

    resultString = "If it aint broke, don't fix it!";

  }

  return(null, resultString);

};
```

The API is meant to generate a random message each time the webpage is refreshed. It accomplishes this by generating a random number between one and ten. From there it will use that number to choose between a series of if statements which message to display to the user.