'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.