

```
//Adds positive numbers
public static int add(int num1, int num2)
{
    int retval = 0;
    for(int i = 0; i < num1; i++)
    {
        retval++;
    }
    for(int i = num1; i < num2; i++)
    {
        retval++;
    }
    return retval;
}
```

```
#include <stdio.h>
#define hello "hello "
#define world "world\n"

int main() {
    printf(hello world);
}
```

10 references

enum Numbers

```
{
    ONE = 1,
    TWO = 2,
    THREE = 3,
    FOUR = 4,
    FIVE = 5,
    SIX = 6,
    SEVEN = 7,
    EIGHT = 8,
    NINE = 9,
    TEN = 10,
    ELEVEN = 11,
    TWELVE = 12,
    THIRTEEN = 13,
    FOURTEEN = 14,
    FIFTEEN = 15,
    SIXTEEN = 16,
    SEVENTEEN = 17,
    EIGHTEEN = 18,
    NINETEEN = 19,
}
```

```
class Greeter {
    constructor (
        name,
        nameChangeable = true
    ) {
        this.name = name;
        this.nameChangeable = nameChangeable;
    }
    sayHi () {
        console.log(`Hello, ${this.name}!`);
    }
    changeName (
        newName
    ) {
        if (
            newName.length === 0
        ) {
            console.error(`Name can't be empty!`);
        }
        else if (
            this.nameChangeable
        ) {
            console.log(`The name was changed` +
                ` to ${newName}`);
            this.name = newName;
        }
        else {
            console.error(`Name can't be changed`);
        }
    }
}

new Greeter (
    "Bob",
    true
).sayHi()
```

```

41 // ...
42 }, []);
43
44 async function fetchDetailArticle() {
45   let infoUrl = new URL(window.location.href);
46   const data = await getNewsInfoByUrl(infoUrl.pathname.split('/')[3]);
47   setData(data);
48 }
49
50 useEffect(() => {
51   // Get the HTMLCollection that holds each picture currently
52   const imgTags = document
53     .getElementsByClassName('article_content')[0]
54     .getElementsByTagName('img');
55
56   // Loop over the collection elements
57   for (const item of imgTags) {
58     imgArray.push(item.src);
59
60     // Create the button element
61     let button = document.createElement('button');
62     button.classList.add('lightboxButton');
63     button.onclick = () => {
64       setCurrentImg(item.src);
65       setLightboxDisplay(true);
66     };
67
68     // Insert button before img in article
69     item.parentNode.insertBefore(button, item);
70   }
71 }, [data]);

```