## **More Exercise: Functions**

Problems for exercise and homework for the "JS Fundamentals" Course @ SoftUni. Submit your solutions in the SoftUni judge system at: https://judge.softuni.org/Contests/1292

#### 1. Car Wash

Write a JS function that receives some commands. Depending on the command, add or subtract a percentage of how much the car is cleaned or dirty. Start from 0. The first command will always be 'soap':

- soap add 10 to the value
- water increase the value by 20%
- vacuum cleaner increase the value by 25%
- mud decrease the value by 10%

The input comes as an array of strings. When finished cleaning the car, print the resulting value in the format:

`The car is {value}% clean.`

Note: The value should be rounded to the second decimal point.

#### **Examples**

Input	Output	
<pre>['soap', 'soap', 'vacuum cleaner', 'mud', 'soap', 'water']</pre>	The car is 39.00% clean.	
<pre>["soap", "water", "mud", "mud", "water", "mud", "vacuum cleaner"]</pre>	The car is 13.12% clean.	

## 2. Number Modification

Write a JS program that changes a number until the average of all its digits is not higher than 5. To modify the number, your program should append a 9 to the end of the number, when the average value of all its digits is higher than 5 the program should stop appending.

The **input** is a single number.

The output should consist of a single number - the final modified number which has an average value of all its digits higher than 5. The output should be printed on the console.

#### Constraints

- The input number will consist of no more than 6 digits.
- The input will be a valid number (there will be no leading zeroes).

#### **Examples**

Input	Output	
101	1019999	
5835	5835	

















#### 3. Points Validation

Write a JS program that receives two points in the format [x1, y1, x2, y2] and checks if the distances between each point (x, y) and the start of the Cartesian coordinate system (0, 0) and between the points themselves is valid. A distance between two points is considered valid if it is an integer value.

- In case a distance is valid print: \(\frac{x1, y1}\) to \(\frac{x2, y2}\) is valid\(\frac{x}{y}\)
- In case the distance is **invalid** print: `{x1, y1} to {x2, y2} is invalid`

The order of comparisons should always be first {x1, y1} to {0, 0}, then {x2, y2} to {0, 0} and finally {x1, y1} to {x2, y2}.

The **input** consists of two points given as an array of numbers.

#### **Examples**

Input	Output
[3, 0, 0, 4]	{3, 0} to {0, 0} is valid {0, 4} to {0, 0} is valid {3, 0} to {0, 4} is valid
[2, 1, 1, 1]	{2, 1} to {0, 0} is invalid {1, 1} to {0, 0} is invalid {2, 1} to {1, 1} is valid

#### Hints

You can use the following formula to help you calculate the distance between the points (x1, y1) and (x2, y2).

$$\sqrt{(x_2-x_1)^2+(y_2-y_1)^2}$$

# 4. Radio Crystals

You need to write a JS program that monitors the current thickness of the crystal and recommends the next procedure that will bring it closer to the desired frequency. To reduce waste and the time it takes to make each crystal your program needs to complete the process with the least number of operations. Each operation takes the same amount of time, but since they are done at different parts of the factory, the crystals have to be transported and thoroughly washed every time an operation different from the previous must be performed, so this must also be taken into account. When **determining** the order, always attempt to start from the operation that **removes** the largest amount of material.

The different operations you can perform are the following:

- **Cut** cuts the crystal in 4
- Lap removes 20% of the crystal's thickness
- **Grind** removes 20 microns of thickness
- **Etch** removes 2 microns of thickness
- X-ray increases the thickness of the crystal by 1 micron; this operation can only be done once!
- Transporting and washing removes any imperfections smaller than 1 micron (round down the number); do this after every batch of operations that remove material















At the beginning of your program, you will receive a number representing the desired final thickness and a series of numbers, representing the thickness of crystal ore in microns. Process each chunk and print to the console the order of **operations** and the **number** of times they need to be **repeated** to bring them to the desired thickness.

The **input** comes as a numeric array with a variable number of elements. The **first number** is the **target** thickness and all following numbers are the thickness of different chunks of quartz ore.

The output is the order of operation and how many times they are repeated, every operation on a new line. See the examples for more information.

### **Examples**

Input	Output		
[1375, 50000]	Processing chunk 50000 microns Cut x2		
	Transporting and washing Lap x3		
	Transporting and washing Grind x11		
	Transporting and washing Etch x3		
	Transporting and washing X-ray x1		
	Finished crystal 1375 microns		
[1000, 4000, 8100]	Processing chunk 4000 microns Cut x1		
	Transporting and washing		
	Finished crystal 1000 microns		
	Processing chunk 8100 microns Cut x1		
	Transporting and washing Lap x3		
	Transporting and washing Grind x1		
	Transporting and washing		
	Etch x8		
	Transporting and washing		
	Finished crystal 1000 microns		

### 5. Print DNA

Write a JS program that prints a DNA helix with a length, specified by the user. The helix has a repeating structure, but the symbol in the chain follows the sequence ATCGTTAGGG. See the examples for more information.

The **input** comes as a single number. It represents the length of the required helix.

The **output** is the completed structure, printed on the console.

# **Examples**

Input	Output
4	**AT**
	*CG*

Input	Output
10	**AT**
	*CG*
	ТТ











ТТ		*AG*
*AG*		**GG**
		*AT*
		CG
		*TT*
		**AG**
		*GG*















