

Conceptual session on

# Functions, Objects & Apply JavaScript

Fahim Ahammed Firoz  
Web Instructor, Programming Hero



# Table of Contents

Points for discussion

JavaScript Functions

---

JavaScript Objects

---

*let* and *const*

---

Object VS Array

---

JavaScript switch case break and default

---

Apply JS concepts

---

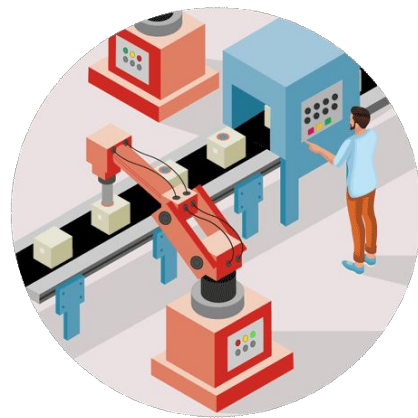
# JavaScript Functions

---

A JavaScript function is **a block of code** that perform a particular task.

**To work with functions we need to know 02 (two) things-**

- ❑ Declaring a Function
- ❑ Calling a Function



# Declaring a Function

The syntax to declare a function is-

```
function nameOfFunction () {  
    // block of code  
}
```

```
// example  
function greet () {  
    console.log("Hello everyone");  
}
```

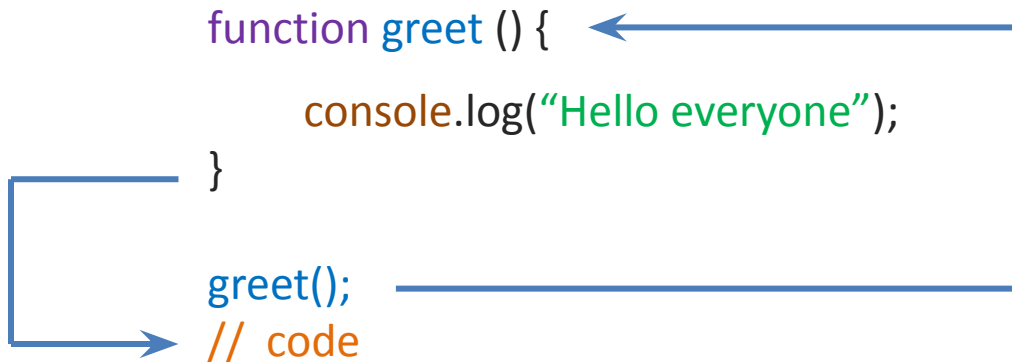
# Calling a Function

In the above program, we have declared a function named **greet()**. To use that function, we need to call it.

Here's how you can call the above **greet()** function.

```
// calling a function  
greet();
```

# Working of a Function in JS



# Function Parameters

---

A parameter is a **value** that is passed when **declaring a function**.

```
function greet (name) {  
    console.log("Hello ", name);  
}
```

```
greet( "Ananta Jalil" );  
// code
```

```
function sum (num1, num2) {  
    console.log(num1+num2);  
}
```

```
sum ( 5, 7 );  
// code
```

# Function Return

---

The **return** statement can be used to return the value to a function call.  
The **return** statement denotes that function has ended.

```
function sum (num1, num2) {  
    return (num1+num2);  
}
```

```
console.log( sum( 5, 7) );  
// code
```



# Why functions?

- ❑ You can **reuse code**: Define the code once, and use it many times.
- ❑ You can use the same code **many times** with different arguments, to produce different results.



# Exercise-1

---

Write a function to check odd or even number.

You need to do it in 2 ways- **has return** and **no return**.

Input	Output
2	Even
9	Odd
104	Even

## Exercise-2

---

Write a function which will take 3 integers and return the largest number. You need to do it in 2 ways- **has return** and **no return**.

Input	Output
2, 3, 1	3
2, 5, 7	7
6, 5, 8	8

# Let & Const

---

**'let'** is a signal that variable may be reassigned.

Example:

```
let x = 30;  
x = 50;
```

```
let age = 21;  
age = age+1;
```

**'const'** means that the identifier can't be reassigned.

Example:

```
const x = 30;  
x = 50;
```

```
const age = 21;  
age = age+1;
```

# JavaScript **Objects**

---

In JavaScript, almost “everything” is an object.



**Object**

brand = Tesla  
model = 3  
weight = 980kg  
seating = 5 Adults

**Properties**

start()  
drive()  
break()  
stop()

**Methods**

# JavaScript Objects

---

Objects are variables too. But objects can contain many values.

This code assigns **many values** (Tesla, 3, 980kg) to a variable named **car**:

```
var car = { brand: 'Tesla', model: 3, weight: '980kg', seating: '5 Adults', start()};
```

# Array vs Object

Array	Object
<pre>const arr = [1, 3, 23, 56, 89];</pre>	<pre>const obj = {name: "Laptop", brand: "Apple", price: 12000};</pre>

## Exercise-3

---

Write a program to find the total price of those product object.

**{ name: "Laptop", color: "black" , price: 12000 }**

**{ name: "Monitor", color: "gray" , price: 5000 }**

**{ name: "Mobile", color: "black" , price: 2500 }**

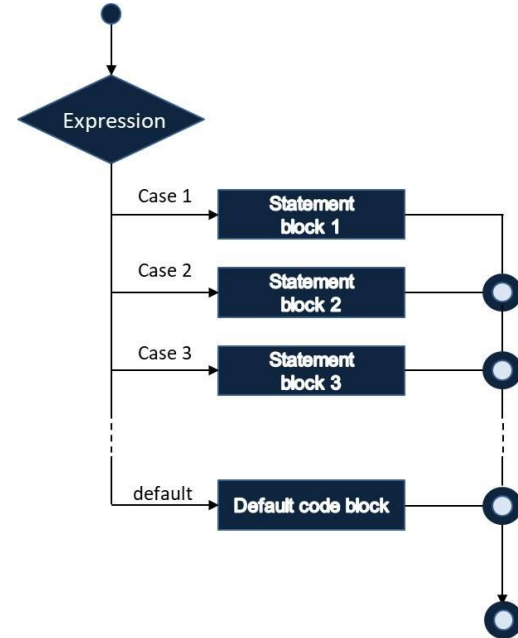


# Switch-case

The **switch** statement is used to perform different actions based on different conditions.

## Syntax:

```
switch (expression) {  
  case x:  
    // code block  
    break;  
  case y:  
    // code block  
    break;  
  default:  
    // code block  
}
```



# Problem-1

Write a function that will take a radius of a circle and will return the area of circle. [ *Hint: Area of Circle =  $\pi r^2$*  ]

Input	Output
5	78.54
7	153.94
3	28.27

## Problem-2

Write a function that will take **feet** as the input parameter and will convert it into **inch** and will return the result in inch.

Input	Output
1	12
3	36
1.5	18

## Problem-3

Write a function that takes input the total price of the products you bought and returns the net price calculated according to the discount table below.

Total Price	Discount
$\geq 1000$	10%
$\geq 3000$	15%
$> 5000$	20%

## Problem-4

Write a function that will take a year as a input parameter and will check the year is leap year or not.

Input	Output
2024	Leap Year
2022	Not Leap Year
2018	Not Leap Year

## Problem-5

Write a function that will take a integer as a input and will return the factorial number for this input. ( *using for and while loop* )

Input	Output
1	1
3	6
5	120

# Factorial Formula

$$n! = n \times (n - 1) \times (n - 2) \times \dots \times 1$$

---

$$1! = 1$$

$$2! = 2 \times 1 = 2$$

$$3! = 3 \times 2 \times 1 = 6$$

$$4! = 4 \times 3 \times 2 \times 1 = 24$$

$$5! = 5 \times 4 \times 3 \times 2 \times 1 = 120$$

## Problem-6

Write a function that will take an array and will return odd sum and even sum.

Input	Output
[ 3, 5, 8, 4, 25, 12]	Odd sum = 33, Even sum= 24





# Do you have any questions?

Send it to me! I hope you learned something new.



# Practice problems

---

1. Write a function that will take a number and will check the number is positive or negative.
2. Write a JavaScript function that accepts a number as a parameter and check the number is prime or not.
3. Write a function named *findArea()* that will take base and height of a triangle and will return the area of triangle.
4. Write a function named *findArea()* that will take height and width of a rectangle and will return the area of rectangle.
5. Write a function which will take an integer and will return the square of a number.
6. Write a function that will take an array and calculate the sum of odd numbers greater than 10 and less than 50.



# Resources

You can follow these links to learn more about functions, objects and problem solving.

[https://www.w3schools.com/js/js\\_functions.asp](https://www.w3schools.com/js/js_functions.asp)

[https://www.w3schools.com/js/js\\_object\\_definition.asp](https://www.w3schools.com/js/js_object_definition.asp)

<https://contactmentor.com/js-function-exercises-solution/>

[https://www.tutorialspoint.com/javascript/javascript\\_switch\\_case.htm](https://www.tutorialspoint.com/javascript/javascript_switch_case.htm)

<https://www.w3resource.com/javascript-exercises/>

Thank **you!**

