**Function of the Day - 7**

Write a function called isPrime that accepts an integer number, assesses whether it is prime or not, and returns true if it is, and false if it isn't.

**Function of the Day - 6**

Write a function called toPower that accepts an integer base value and an integer exponent value, and returns the value to that exponent (i.e., the base value multiplied by itself "exponent" times. Ex: base: 5 to power: 3 would return 125.

You should assume that the function will take only a positive exponent greater than or equal to zero. However, an interesting extension of this function would be to accept a negative power and implement the math that would result from that. This would obviously result in a floating point result. Ex: base: 5 to power: -3 would return 0.008.

**Function of the Day - 5**

Write a function that finds any number of estimated roots of a number to a precision of better than 0.000001 without using any outside functions such as those found in cmath. For example, the program would calculate the first 5 roots of 16.

If it is necessary, you can write one or more supporting functions of your own but otherwise no outside tools can be used. Just the C++ programming language.

**Function(s) of the Day - 4**

Using if/else statements, but no external functions, write a function called getMaxOfTwo that finds the larger of two integer values.

Once you have done that, create a function called getMaxOfThree using only the function getMaxOfTwo (called as many times as you like) and no other function calls or if tests.

**Function of the Day - 3**

Write a function that gets a single integer and checks to make sure it is greater than zero.

If it is greater than zero, the function should return the square root of the number.

If it is not greater than zero, the function should return zero.

**Function of the Day - 2**

Write a function that is passed one side length of a cube, and an integer constant.

If the integer constant is VOLUME, the function will calculate and return the cube's volume.

If the integer constant is SURFACE\_AREA, the function will calculate and return the cube's surface area.

**Function of the Day - 1**

Write a function called printTitle that accepts one of three integer constants, as follows:

If it receives the constant MAIN\_TITLE, it displays, "MY PROGRAM MAIN TITLE"

If it receives the constant SUB\_TITLE, it displays, "My Program SubTitle"

If it receives the constant ERROR\_TITLE, it displays "My Program Error Title"