Basic functions aspects

Since we have not talked yet about native JavaScript objects, like Math, usage of Math methods, as sqrt or pow, is not allowed

1. Take loop exercises from 4 until the last one and rewrite them by using functions
2. Write a function that returns the square of a number
3. Write a function `min(a,b)` which returns the least of two numbers `a` and `b`.
4. Rewrite min function as an expression function
5. Rewrite min function as an arrow function
6. Write a function `pow(x,n)` that returns `x` in power `n`. Ask the user fot both numbers.
7. Rewrite pow function as an expression function
8. Rewrite pow function as an arrow function
9. Replace Function Expressions with arrow functions in the code below:

```
function ask(question, yes, no) {
  if (confirm(question)) yes();
  else no();
}

ask(
  "Do you agree?",
  function() { alert("You agreed."); },
  function() { alert("You canceled the execution."); }
);
```

10. Write a function named `calculateSupply` that:
    a) takes 2 arguments: age, amount per day.
    b) calculates the amount consumed for rest of the life (based on a constant max age).
    c) outputs the result to the screen like so: "You will need NN to last you until the ripe old age of X"

    Express it as an arrow function, if possible
11. Create a function that greets the user by his name and with a message according to the moment of the day (morning, afternoon, night). It accepts two parameters: user name and a callback function.
12. Create a function that accepts three parameters: two numbers and the mathematical operation to be performed with these numbers. The following mathematical operations must be supported: addition, subtraction, division and multiplication. Use callback functions.