By using named functions :

Square of a number

function sai(a){

for(let i=1;i<=a;i++){

var sum=i\*\*2;

}

console.log(sum)

}

sai(2)

cube of a number

function sai(a){

for(let i=1;i<=a;i++){

var b=i\*\*3

}

console.log(b)

}

sai(3)

sum of numbers divisible by 3

function sai(a){

let sum=0;

for(let i=1;i<=a;i++){

if(i%3==0){

sum=sum+i

}

}

console.log(sum)

}

sai(20)

10 to 1 reverse order function ;

function sai(a){

for(let i=a;i>=1;i--){

console.log(i)

}

}

sai(10)

product of a given number;

function sai(a){

let sum=1;

for(let i=1;i<=a;i++){

sum=sum\*i

}

console.log(sum)

}

sai(12)

20 to 1 in reverse order which is divisible by 2

function sai(a){

for(let i=a;i>=1;i--){

if(i%2==0){

console.log(i)

}

}

}

sai(20)

by using arrow functions :

skiping the numbers that are divisible by 5 and printing the numbers from 1 to 20;

let a=(a)=>{

for(let i=1;i<=a;i++){

if(i%5!==0){

console.log(i)

}

}

return "end"

}

console.log(a(20))

sum of numbers from 1 to 30 that are divisible by 4 ;

let a=(b)=>{

var sum=0;

for(let i=1;i<=b;i++){

if(i%4==0){

sum=sum+i;

}

}

console.log(sum)

return "end"

}

console.log(a(30))

sum of number from 50 to 1 in reverse order those are divisible by 3;

sai=(a)=>{

var c=0;

for(let i=a;i>=1;i-- ){

if(i%3==0){

c=c+i

}

}

console.log(c)

return "end"

}

console.log(sai(50))

numbers from 1 to 100 those are divisible by 2

let a=(a)=>{

for(let i=1;i<=a;i++){

if(i%2==0){

console.log(i)

}

}

return "end"

}

console.log(a(100))

calculating the sum of numbers given by user;

let a=(a)=>{

let b=a.toString();

let sum;

var c=1;

for(let i=0;i<b.length;i++){

sum=b[i];

c=c\*sum

}

console.log(c)

return "end"

}

console.log(a(3431));

it will check the sum od odd numbers is greater or lesser than even numbers ;

let a=(a)=>{

var even=0;

var e;

var o;

let odd=0;

let o1;

for(let i=1;i<=a;i++){

if(true){

if(i%2===0){

e=i;

even=even+i

}

if(i%3===0){

o=i;

odd=odd+i

}

}

}

console.log(even,odd)

if(even < odd){

console.log("even is lesser")

}

else {

console.log("odd is lesser")

}

return "end"

}

console.log(a(100));