# **GUVI : Zen Code-Sprints :— JavaScript Functions — Warmup Problems:**

**1.Problem**:

Write a function called “addFive”.  
Given a number, “addFive” returns 5 added to that number.  
**Input**:

addFive(5);  
addFive(0);  
addFive(-5);

**Output**:

10  
5  
0

**Sol:**

|  |
| --- |
| function addFive(num) {  return num+= 5;  }  console.log(addFive(10));  console.log(addFive(0));  console.log(addFive(-5)); |

**2.Problem**:

Write a function called “getOpposite”.  
Given a number, return its opposite

**Input:**

getOpposite(5);  
getOpposite(0);  
getOpposite(-5);  
getOpposite(“5a”);  
getOpposite(5.5);

**Output:**

-5  
0  
5  
-1  
-1

**Sol:**

|  |
| --- |
| function getOpposite (num){    if(num % 1 !== 0){  return -1;}  return -1 \* num;  }  console.log(getOpposite(5));  console.log(getOpposite(0));  console.log(getOpposite(-5));  console.log(getOpposite("5a"));  console.log(getOpposite(5.5)); |

**3.Problem**:

Fill in your code that takes an number minutes and converts it to seconds.

**Examples:**  
toSeconds(5) ➞ 300

toSeconds(3) ➞ 180

toSeconds(2) ➞ 120

**Sol:**

|  |
| --- |
| function toSeconds (num){  return num \* 60;  }  console.log(toSeconds(5));  console.log(toSeconds(3));  console.log(toSeconds(2)); |

**4.Problem**  
**Create a function that takes a string and returns it as an integer.**

**Examples:**  
toInteger(“6”) ➞ 6

toInteger(“1000”) ➞ 1000

toInteger(“12”) ➞ 12

**Sol:**

|  |
| --- |
| function toInteger (num){  let ans = +num;  console.log(ans);  }  toInteger("6");  toInteger("1000");  toInteger("12"); |

**5.Problem**

Create a function that takes a number as an argument, increments the number by +1 and returns the result.

**Examples:**  
nextNumber(0) ➞ 1

nextNumber(9) ➞ 10

nextNumber(-3) ➞ -2

**Sol:**

|  |
| --- |
| function nextNumber (num){  let ans =1 + num;  console.log(ans);  }  nextNumber(0);  nextNumber(9);  nextNumber(-3); |

**6.Problem**

Create a function that takes an array and returns the first element.

**Examples:**  
getFirstElement([1, 2, 3]) ➞ 1

getFirstElement([80, 5, 100]) ➞ 80

getFirstElement([-500, 0, 50]) ➞ -500

**Sol:**

|  |
| --- |
| function getFirstElement (num){  let ans =num[0];  console.log(ans);  }  getFirstElement([1, 2, 3]);  getFirstElement([80, 5, 100]);  getFirstElement([-500, 0, 50]); |

**7.Problem**

Convert Hours into Seconds

Write a function that converts hours into seconds.

**Examples**  
hourToSeconds(2) ➞ 7200

hourToSeconds(10) ➞ 36000

hourToSeconds(24) ➞ 86400

**Sol:**

|  |
| --- |
| function hourToSeconds (min){  let ans= 3600 \* min;  console.log(ans)  }  hourToSeconds(2);  hourToSeconds(10);  hourToSeconds(24); |

**8.Problem**

Find the Perimeter of a Rectangle  
Create a function that takes height and width and finds the perimeter of a rectangle.

**Examples**  
findPerimeter(6, 7) ➞ 26

findPerimeter(20, 10) ➞ 60

findPerimeter(2, 9) ➞ 22

**Sol:**

|  |
| --- |
| function findPerimeter (h,w){  let ans= (h + w) \* 2;  console.log(ans)  }  findPerimeter(6, 7);  findPerimeter(20, 10);  findPerimeter(2, 9); |

**9.Problem**

Less Than 100?  
Given two numbers, return true if the sum of both numbers is less than 100. Otherwise return false.

**Examples**  
lessThan100(22, 15) ➞ true  
// 22 + 15 = 37

lessThan100(83, 34) ➞ false  
// 83 + 34 = 117

**Sol:**

|  |
| --- |
| function lessThan100 (a,b){  if((a+b) < 100){  console.log("true");  } else{  console.log("false");  }  }  lessThan100(22,15);  lessThan100(83,34); |

**10.Problem**

Old macdonald had a farm:

MacDonald is asking you to tell him how many legs can be counted among all his animals. The farmer breeds three species:

turkey = 2 legs  
horse = 4 legs  
pigs = 4 legs

The farmer has counted his animals and he gives you a subtotal for each species. You have to implement a function that returns the total number of legs of all the animals.

**Examples**  
CountAnimals(2, 3, 5) ➞ 36

CountAnimals(1, 2, 3) ➞ 22

CountAnimals(5, 2, 8) ➞ 50

**Sol:**

|  |
| --- |
| function countAnimals (t,h,p){  let ans= (t \*2) + (h \*4) + (p \*4);  console.log(ans)  }  countAnimals(2,3,5);  countAnimals(1,2,3);  countAnimals(5,2,8); |