

Day 5 - Activity

Task 3 : Arrow functions

a) Print odd numbers in an array

Output:

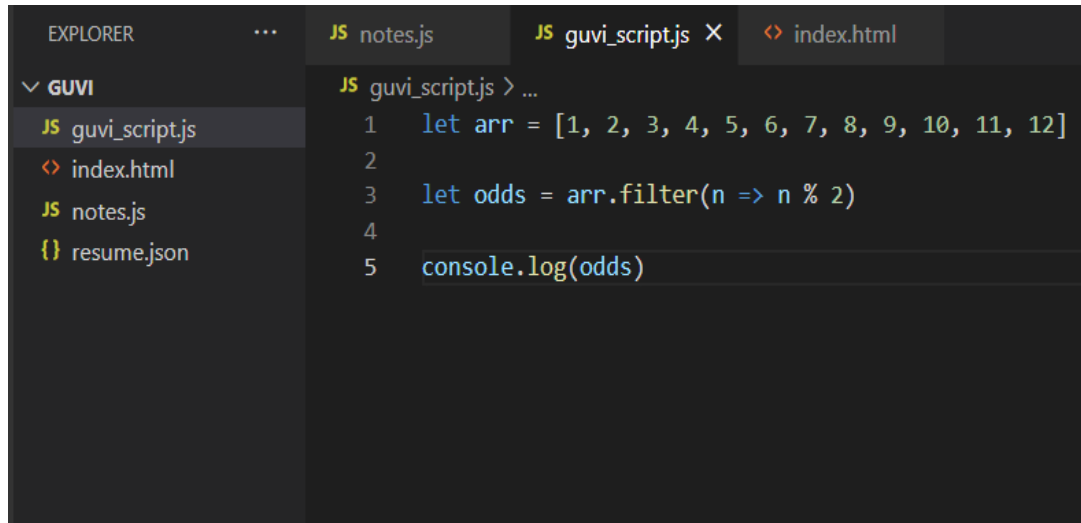
(raw code lines)

```
let arr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12]
let odds = arr.filter(n => n % 2)
console.log(odds)
```

Day 5 - Activity

Screenshots:

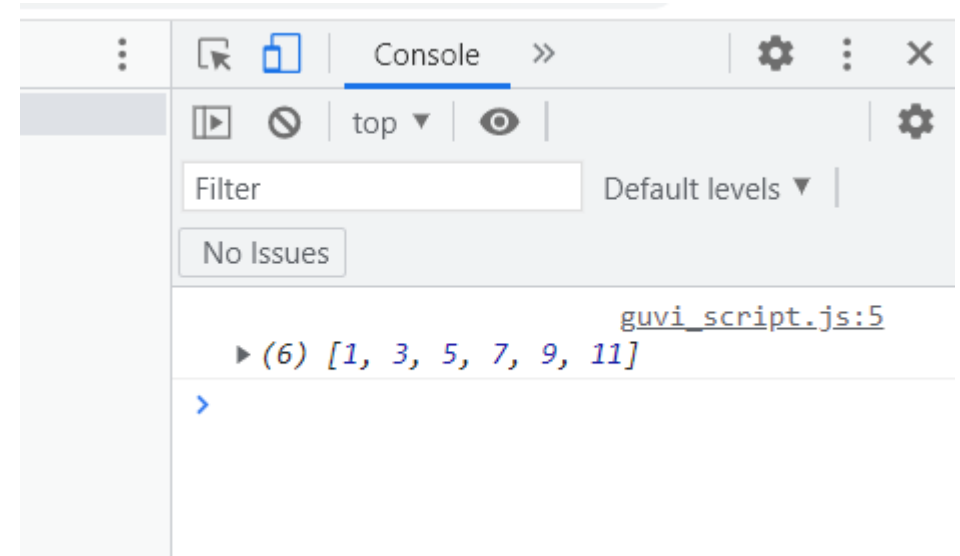
Vs Code



The screenshot shows the VS Code editor interface. The Explorer sidebar on the left displays a project named 'GUVI' containing files: guvi_script.js, index.html, notes.js, and resume.json. The main editor area has three tabs: 'JS notes.js', 'JS guvi_script.js' (active), and '< index.html'. The code in guvi_script.js is as follows:

```
JS guvi_script.js > ...
1 let arr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12]
2
3 let odds = arr.filter(n => n % 2)
4
5 console.log(odds)
```

Console



The screenshot shows the VS Code console panel. The title bar says 'Console'. The toolbar includes icons for running, stopping, and toggling the console, along with a 'top' dropdown and a visibility icon. Below the toolbar, there is a 'Filter' input field and a 'Default levels' dropdown. A 'No Issues' button is visible. The console output shows the result of the console.log statement from guvi_script.js:5:

```
guvi_script.js:5
▶ (6) [1, 3, 5, 7, 9, 11]
>
```

Day 5 - Activity

Task 3 : Arrow functions

b) Convert all the strings to title caps in a string array

Output:

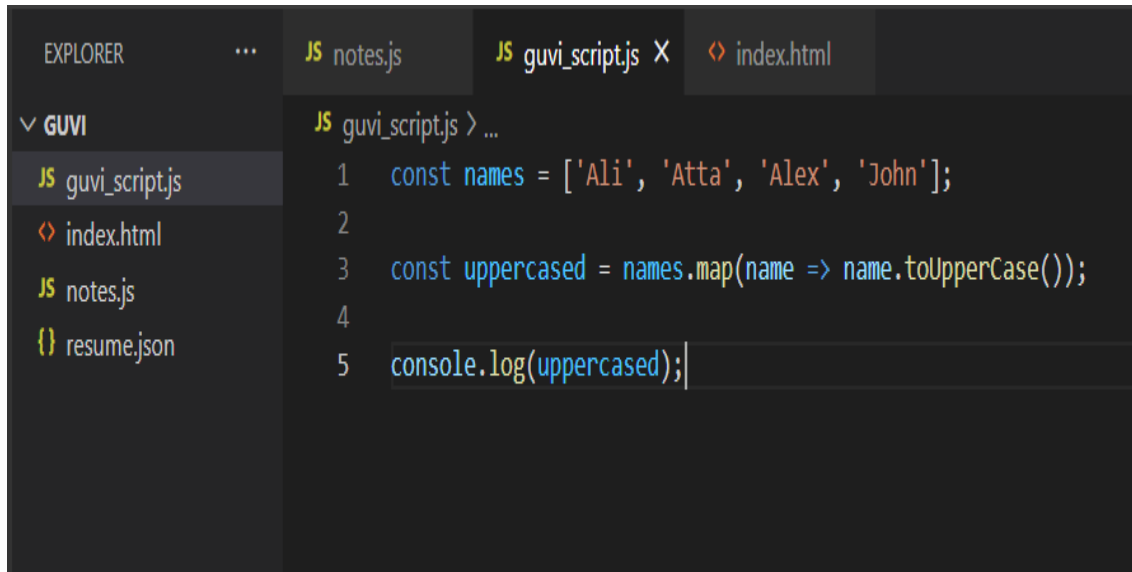
(raw code lines)

```
const names = ['Ali', 'Atta', 'Alex', 'John'];  
  
const uppercased = names.map(name =>  
  name.toUpperCase());  
  
console.log(uppercased);
```

Day 5 - Activity

Screenshots:

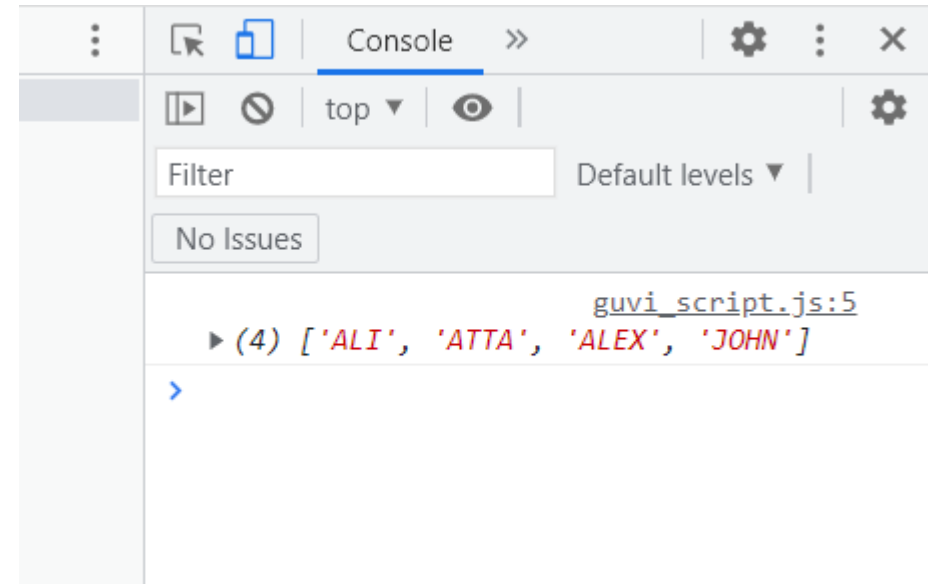
Vs Code



The screenshot shows the VS Code editor interface. The Explorer sidebar on the left displays a project named 'GUVI' containing files 'guvi_script.js', 'index.html', 'notes.js', and 'resume.json'. The main editor area has three tabs: 'notes.js', 'guvi_script.js' (active), and 'index.html'. The code in 'guvi_script.js' is as follows:

```
1  const names = ['Ali', 'Atta', 'Alex', 'John'];
2
3  const uppercased = names.map(name => name.toUpperCase());
4
5  console.log(uppercased);
```

Console



The screenshot shows the VS Code Console panel. The title bar says 'Console'. The console output shows the result of the log statement from the previous screenshot:

```
guvi_script.js:5
▶ (4) ['ALI', 'ATTA', 'ALEX', 'JOHN']
```

Day 5 - Activity

Task 3 : Arrow functions

c) Sum of all numbers in an array

Output:

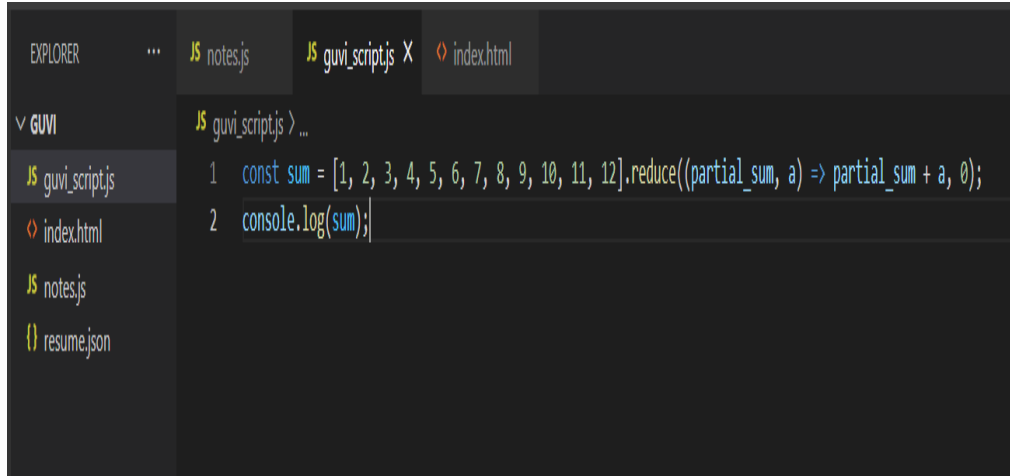
(raw code lines)

```
const sum = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12].reduce((partial_sum, a) => partial_sum + a, 0);  
console.log(sum);
```

Day 5 - Activity

Screenshots:

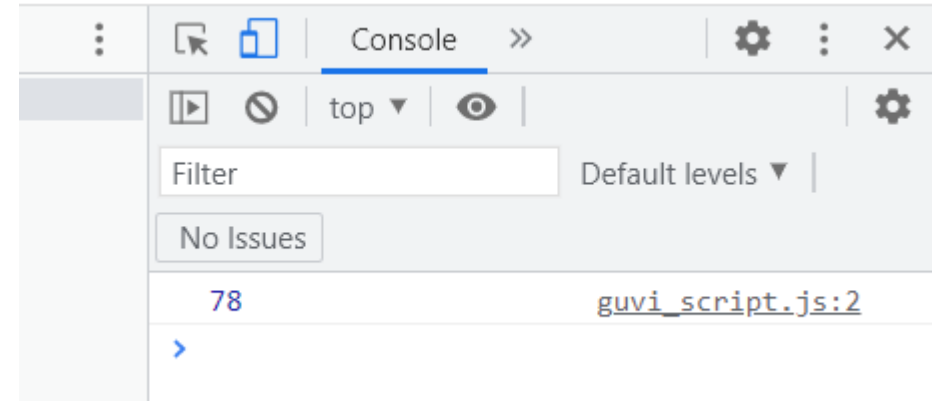
Vs Code



The screenshot shows the VS Code editor interface. The Explorer sidebar on the left displays a project named 'GUVI' containing files: 'guvi_script.js', 'index.html', 'notes.js', and 'resume.json'. The main editor area is open to 'guvi_script.js', showing the following code:

```
1 const sum = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12].reduce((partial_sum, a) => partial_sum + a, 0);  
2 console.log(sum);
```

Console



Day 5 - Activity

Task 3 : Arrow functions

d) Return all the prime numbers in an array

Output:

(raw code lines)

```
var numArray = [2, 3, 4, 5, 6, 7, 8, 9, 10]

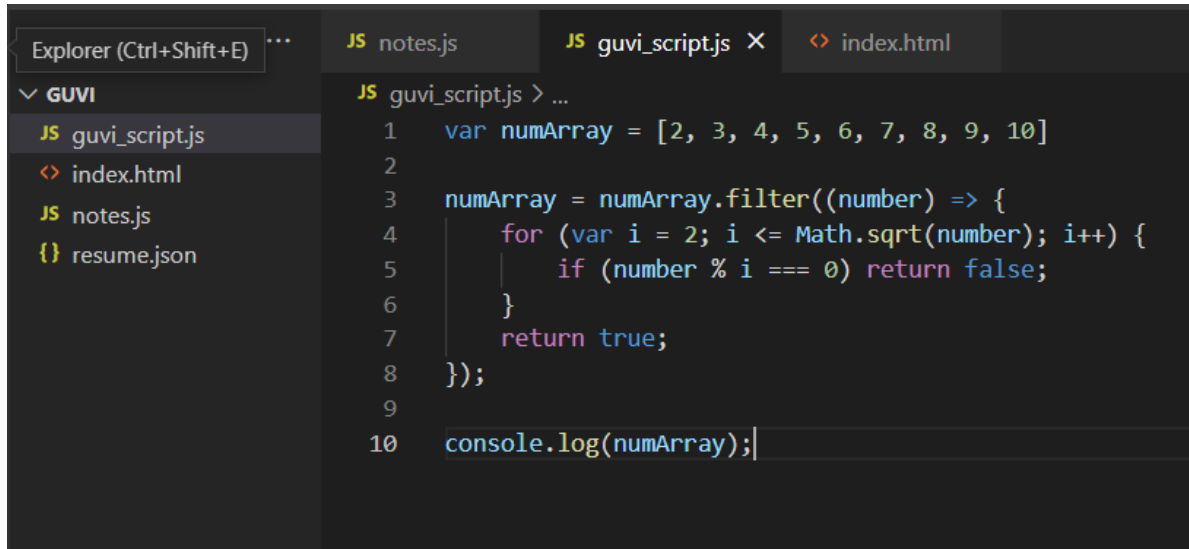
numArray = numArray.filter((number) => {
  for (var i = 2; i <= Math.sqrt(number); i++) {
    if (number % i === 0) return false;
  }
  return true;
});

console.log(numArray);
```

Day 5 - Activity

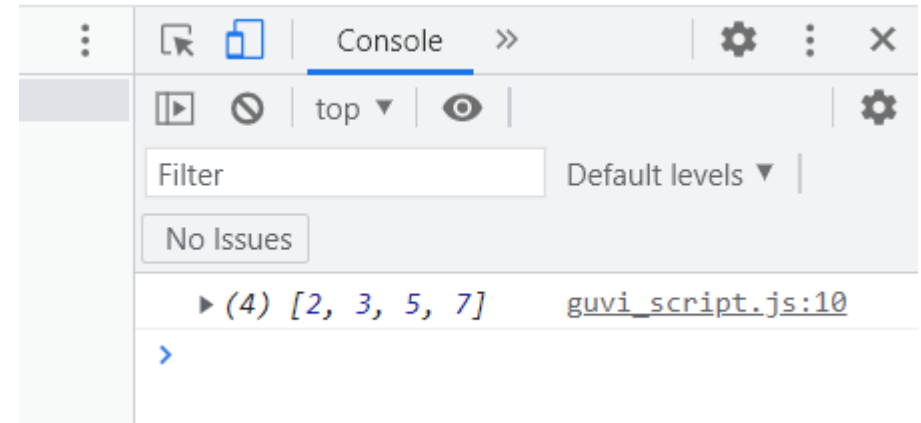
Screenshots:

Vs Code



```
JS guvi_script.js > ...
1  var numArray = [2, 3, 4, 5, 6, 7, 8, 9, 10]
2
3  numArray = numArray.filter((number) => {
4      for (var i = 2; i <= Math.sqrt(number); i++) {
5          if (number % i === 0) return false;
6      }
7      return true;
8  });
9
10 console.log(numArray);
```

Console



```
▶ (4) [2, 3, 5, 7]    guvi_script.js:10
>
```


Day 5 - Activity

Task 3 : Arrow functions

e) Return all the palindromes in an array

Output:

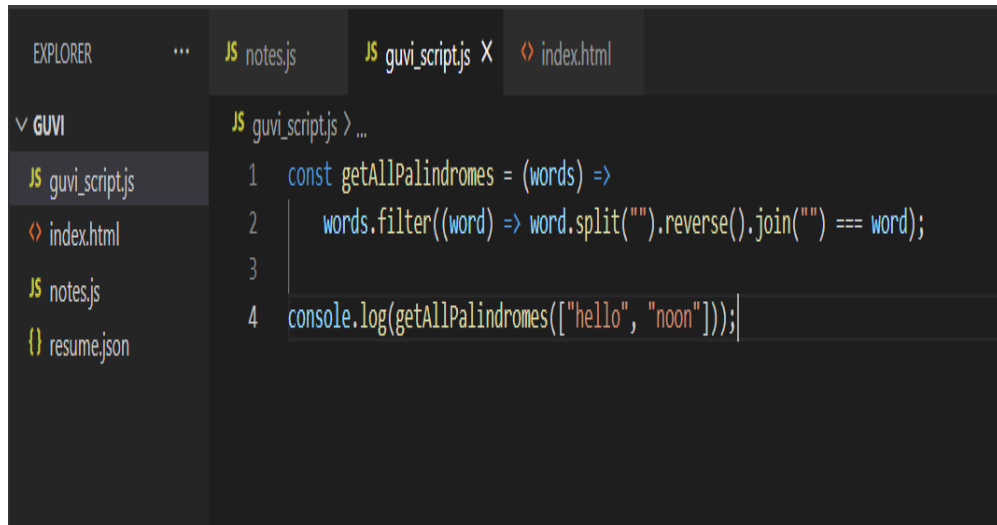
(raw code lines)

```
const getAllPalindromes = (words) =>  
  words.filter((word) =>  
    word.split("").reverse().join("") === word);  
  
console.log(getAllPalindromes(["hello", "noon"]));
```

Day 5 - Activity

Screenshots:

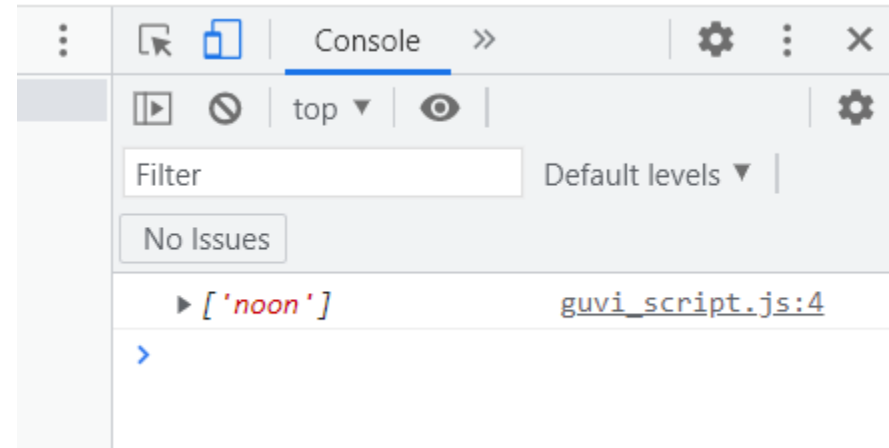
Vs Code



The screenshot shows the VS Code editor interface. The Explorer sidebar on the left displays a project named 'GUVI' containing files: 'guvi_script.js', 'index.html', 'notes.js', and 'resume.json'. The main editor area is open to 'guvi_script.js' and contains the following JavaScript code:

```
1 const getAllPalindromes = (words) =>
2   words.filter((word) => word.split('').reverse().join('') === word);
3
4 console.log(getAllPalindromes(["hello", "noon"]));
```

Console



The screenshot shows the VS Code Console panel. The console output displays the result of the function call: an array containing the string 'noon'. The output is shown as a log message from 'guvi_script.js:4'.

```
> [ 'noon' ] guvi_script.js:4
```