

I. THE PUPPY AGE CALCULATOR

You know how old your dog is in human years, but what about dog years? Calculate it!

- Write a function named `calculateDogAge` that:
 - takes 1 argument: your puppy's age.
 - calculates your dog's age based on the conversion rate of 1 human year to 7 dog years.
 - outputs the result to the screen like so: "Your doggie is NN years old in dog years!"
- Call the function three times with different sets of values.
- **Bonus:** Add an additional argument to the function that takes the conversion rate of human to dog years.

II. THE LIFETIME SUPPLY CALCULATOR

Ever wonder how much a "lifetime supply" of your favorite snack is? Wonder no more!

- Write a function named `calculateSupply` that:
 - takes 2 arguments: age, amount per day.
 - calculates the amount consumed for rest of the life (based on a constant max age).
 - outputs the result to the screen like so: "You will need NN to last you until the ripe old age of X"
- Call that function three times, passing in different values each time.
- **Bonus:** Accept floating point values for amount per day, and round the result to a round number.

III. THE GEOMETRIZER

Create 2 functions that calculate properties of a circle, using the [definitions](#) here.

Create a function called `calcCircumference` :

- Pass the radius to the function.
- Calculate the circumference based on the radius, and output "The circumference is NN".

Create a function called `calcArea` :

- Pass the radius to the function.
- Calculate the area based on the radius, and output "The area is NN".

IV. THE TEMPRATURE CONVERSION

It's hot out! Let's make a converter based on [the steps](#) here.

Create a function called `celsiusToFahrenheit` :

- Store a celsius temperature into a variable.
- Convert it to fahrenheit and output "NN°C is NN°F".

Create a function called `fahrenheitToCelsius` :

- Now store a fahrenheit temperature into a variable.
- Convert it to celsius and output "NN°F is NN°C."