

# Functions Problem Set

# isEven()

Write a function *isEven()* which takes a single numeric argument and returns true if the number is even, and false otherwise

```
isEven(4);      //true  
isEven(21);     //false  
isEven(68);     //true  
isEven(333);    //false
```

# factorial()

write a function `factorial()` which takes a single numeric argument and returns the factorial of that number

$4!$  is  $4 \times 3 \times 2 \times 1$

$6!$  is  $6 \times 5 \times 4 \times 3 \times 2 \times 1$

$0!$  is 1

```
factorial(5);    //120
factorial(2);    //2
factorial(10);   //3628800
factorial(0);    //1
```

# kebabToSnake()

write a function *kebabToSnake()* which takes a single kebab-cased string argument and returns the snake\_cased version.

Basically, replace "-"s with "\_"s

```
kebabToSnake( "hello-world" );           // "hello_world"
kebabToSnake( "dogs-are-awesome" );      // "dogs_are_awesome"
kebabToSnake( "blah" );                   // "blah"
```