

```

1  const equation = (Value,convert) =>{
2      let num = Value.split(" ");
3      let total = convert(num[0]);
4      for (let i =1;i<num.length;i++) {
5          if(num[i] == '+') total += convert(num[i+1]);
6          if(num[i] == '-') total -= convert(num[i+1]);
7          if(num[i] == '*') total *= convert(num[i+1]);
8          if(num[i] == '/') total /= convert(num[i+1]);
9      }
10     return total;
11 }
12 const convert = (text) => {
13     Number.isNaN(Number.parseInt(text));
14     let number= 0;
15     number = parseInt(text);
16     if ((text == 'one')) number = 1;
17     else if ((text == 'two')) number = 2;
18     else if ((text == 'three')) number = 3;
19     else if ((text == 'four')) number = 4;
20     else if ((text == 'five')) number = 5;
21     else if ((text == 'six')) number = 6;
22     else if ((text == 'seven')) number = 7;
23     else if ((text == 'eight')) number = 8;
24     else if ((text == 'nine')) number = 9;
25     else if ((text == 'zero')) number = 0;
26     return number;
27 }
28 console.log("1+1 = "+equation('1 + 1',convert));
29 console.log("7*4-2 = "+equation('7 * 4 - 2',convert));
30 console.log("1+1+1+1+1 = "+equation('1 + 1 + 1 + 1 + 1',convert));
31 console.log("one+one = "+equation('one + one',convert));
32 console.log("seven*four-two = "+equation('seven * four - two',convert));
33 console.log("one+one+one+one+one = "+equation('one + one + one + one + one',convert));

```

```
PS D:\Javascript\HW> node '.\function equation.js'
```

```
1+1 = 2
```

```
7*4-2 = 26
```

```
1+1+1+1+1 = 5
```

```
one+one = 2
```

```
seven*four-two = 26
```

```
one+one+one+one+one = 5
```

```
PS D:\Javascript\HW> 
```

```
1  function findPerimeter(length,width) {  
2      |   return (length + width)*2;  
3  }  
4  console.log(findPerimeter(6,7));  
5  console.log(findPerimeter(20,10));  
6  console.log(findPerimeter(2,9));
```

```
PS D:\Javascript\HW> node '.\function findPerimeter.js'  
26  
60  
22  
PS D:\Javascript\HW> █
```