1. function replaceP(arr){

for(var i = 0; i < arr.length; i++){

if(arr[i] > arr.length){

arr[i] = 'Big'

}

}

return arr;

}

console.log(replaceP([3,6,9,1]));

2. function printValues(arr){

var low = 1;

for(var i = 0; i < arr.length/4; i++){

console.log(low);

}

return 4;

}

console.log(printValues([1,2,3,4]));

3. function printValues(arr){

var odd = 1

for(var i = 0; i < arr.length; i++){

if(arr[i] == 3){

console.log(arr[i])

}

}

return odd;

}

console.log(printValues([1,2,3,4]));

4. function doubleVision(arr){

var arrNew = []

for(var i = 0; i < arr.length; i++){

if(arr[i] <= arr.length){

arr[i] = arr[i]\*2;

arrNew.push(arr[i])

}

}

return arrNew;

}

console.log(doubleVision([1,2,3]));

5. function countPositives(arr){

var count = 0

for(var i = 0; i < arr.length; i++){

if(arr[i] > 0)

count++;

}

arr.pop();

arr.push(count);

return arr;

}

console.log(countPositives([-1,1,1,1]))

6. function evenOdds(arr){

var evencount = 0

var oddcount = 0

for(var i = 0; i < arr.length; i++){

if(arr[i] % 2 === 0){

evencount++;

if(evencount ===3){

console.log('Even more so!')

}

}

else{

oddcount++;

if(oddcount === 3){

console.log("Thats odd!");

}

}

}

}

console.log(evenOdds([6,8,10,5,7,9]))

7. function increments(arr){

for(var i = 0; i < arr.length-1; i++){

if(i % 2 == 1){

arr[i] = arr[i]+1;

}

console.log (arr[i]);

}

return arr;

}

console.log(increments([6,8,10,5,7]));

8.function strings(arr){

for(var i = 0; i < arr.length; i++){

if(arr[i].length > arr.length){

arr[i] = 5;

}

}

return arr;

}

console.log(strings(['hello', 'dojo', 'awesome']));

9.function add7(arr){

var arrNew = []

for(var i = 0; i < arr.length; i++){

arr[i] = arr[i] + 7;

arrNew.push(arr[i]);

}

return arrNew;

}

console.log(add7([1,2,3]));

10. ???

11.function negative(arr){

var arrNew = []

for(var i = 0; i < arr.length; i++){

if(arr[i] > 0){

arr[i] = +-arr[i]

arrNew.push(arr[i]);

}

else(

arrNew.push(arr[i])

)

}

return arrNew;

}

console.log(negative([1,-3,5]));

12.function hungry(arr){

for(var i = 0; i < arr.length; i++){

if(arr[i].length === 4){

arr[i] = "yummy";

}

else(arr[i] = "I'm hungry");

}

return arr;

}

console.log (hungry(["food", "not", "food"]));

13.???

14.function scale(arr, num){

for(var i = 0; i < arr.length; i++){

if(arr[i] <= arr.length){

arr[i] = arr[i]\*num;

}

}

return arr;

}

console.log(scale([1,2,3], 3));