

# CODING EXERCISES

## Exercise 1: Function Basics

Create a function called `greet` that takes a name as a parameter and logs a greeting message with the name to the console. Then, call the function with your name.

## Exercise 2: Function Expression

Create a function expression named `add` that takes two numbers as parameters and returns their sum. Call the function to add 5 and 7, then log the result.

## Exercise 3: Is Even

Write a function called `isEven` that takes a number as a parameter and returns `true` if it's even and `false` if it's odd. Test the function with various numbers.

## Exercise 4: Local vs. Global Scope

Declare a global variable `globalVar` with a value. Then, create a function that declares a local variable with the same name `globalVar`. Log the values of both variables inside and outside the function. What do you observe?

## Exercise 5: Function Hoisting

Write a function named `hoistedFunction` and call it before the function declaration in your code. Does it work? Explain the behavior..

## Exercise 6: Higher-Order Function

Create a higher-order function called `mathOperation` that takes two numbers and a callback function as parameters. The callback function should perform a mathematical operation. Use this higher-order function to add, subtract, multiply, and divide two numbers.

Create a function counter that returns a function. The returned function should increment a counter variable every time it's called. Use this to create two counters and observe if they share the same state.

## Exercise 8: Function as a Parameter

Write a function called `applyFunction` that takes a function and an array as parameters. It should apply the given function to each element of the array and return a new array with the results.

## Exercise 9: Callback Functions

Create a function `getUserData` that simulates fetching user data from a server. It should accept a callback function as a parameter. Call the callback function with a user object once the data is retrieved.