**sum of two numbers**

/\*function sum(one, two){

var tot = one + two;

return tot;

}

console.log(sum(4,10));

\*/

**Return true if the number is <= 0**

function equality(num){

if(num <= 0){

return true;

}

return false;

}

//console.log(equality(10));

//console.log(equality(0));

//console.log(equality(-3));

**indexOf function usability**

can be used in two ways one to display the index of the number found in array and the other one is to return the index position where the number is positioned.

// this code returns true if the number is in the array otherwise false

//here it is true

var arr = [10, 20, 40, 60, 90];

function validate(val){

if(arr.indexOf(val) === -1){

return false;

}

return true;

}

console.log(validate(10));

//this code returns 2

var arr = [10, 20, 40, 60, 90];

console.log(arr.indexOf(40));

**IndexOf string**

function index(arr, ele){

console.log(arr.indexOf(ele));

}

index(['red','blue','black','peach'],'black');

**EVEN ODD**

function evenOdd(num){

if((num%2) === 0){

console.log(num+" "+"is even");

}

else{

console.log(num+" "+"is ODD");

}

}

evenOdd(-4);

**REDUCE**

Application of reduce it must accept 2 parameters one is 0 initially the othe one is accepting value from array

var a = [1, 5, 7, 10];

var b = a.reduce(function(tot, val){ return tot+val;});

console.log(b);