

Core

Deadline: Sunday of Week 1

Difficulty Level: Intermediate

Est. Time: 00:00-02:00



Conditional Arrows (Core)

Predict the outputs from code blocks featuring modern JavaScript syntax like arrow functions and the ternary operator!



Learning Objectives

- Apply a ternary operator within an arrow function to evaluate a condition and generate output based on the result
- Demonstrate proficiency in implementing a ternary operator to perform conditional checks and generate appropriate outputs

Welcome to another **Core assignment**! Some students like to explore the assignments before they're finished reading through the lessons, and that's okay! It can be good for your brain to have a preview of what your future challenges might be. However, before you begin this assignment, it's important that you've first:

- Completed the preceding lesson modules
- Taken the knowledge checks to confirm your understanding
- Viewed lecture material related to the assignment topics
- Completed and submitted your practice assignments

Conditional Arrows:

This assignment will ask you to recall what you have learned about the new syntax, rules, and techniques associated with ES6 topics like arrow functions and the ternary operator. You will be given directions to write code that tests your knowledge of these skills.

The following code block is an example of what each problem should look like in your .js file.

*Expected Layout Example

```
//Problem 1:
const exampleFunction = (param) => {
  return param === "hello" ? "hello!!!" : "bye bye!"
}
console.log(exampleFunction("hello")) //Output : hello!!!
console.log(exampleFunction("not hello")) //Output : bye bye!

//Problem 2: ...ect
```

Problem 1

Write an arrow function that checks to see if a user is older than 18.

If they are older than 18, the output should be:

"You are good to go!"

If they are not older than 18, the output should be:

"Sorry! You must be 18 or older!"

The conditional logic should be written with a ternary operator.

Problem 2

Write an arrow function that checks to see if it is currently raining.

If it is raining, the output should be:

"Get your rain jacket!"

If it is not raining, the output should be:

"No rain on today's forecast!"

The conditional logic should be written with a ternary operator.

Problem 3

Write an arrow function that checks to see if a number is even.

If it is even, the output should be:

"That's an even number!"

If it is not even, the output should be:

"That's an odd number!"

The conditional logic should be written with a ternary operator.

Problem 4

Write an arrow function that takes in two parameters and checks whether one number is greater than another.

If the number is greater, the output should be:

"<<NUMBER HERE>> is more than <<SECOND NUMBER HERE>>!"

If the number is less than the other number, the output should be:

"<<NUMBER HERE>> is less than <<SECOND NUMBER HERE>>!"

The conditional logic should be written with a ternary operator.

Ninja Challenge!

To increase the difficulty, try to write each of your solutions as implicit returns with the least amount of characters possible. Look back to the rules of arrow functions and how we can simplify them further.

Saving Your Assignment as a Zip File

Save your .js file as a .zip file and submit it to the Learn Platform in the provided submission space below!

- ☐ Create the arrow function and ternary operator that corresponds with Problem 1
- ☐ Create the arrow function and ternary operator that corresponds with Problem 2
- ☐ Create the arrow function and ternary operator that corresponds with Problem 3
- ☐ Create the arrow function and ternary operator that corresponds with Problem 4
- ☐ Ninja Bonus: Refactor each function to be as short as possible using implicit returns.