

## Lab 4 - Working with Functions (4%)

Lab completed during in-class lab time (1%)

### Part 1: Program Alert Function (0.5%)

REQUIREMENTS: Using **Lab-4-1.html/js...**

1. Create a **coursePopup** function that takes 2 parameters: **courseCode**, and **courseName**.
2. This function will send a popup that says: "The course code COURSECODE is COURSENAME.", with the COURSECODE and COURSENAME being the variables passed in.
3. Test your new function three times with HTTP5121 (Web Design), then HTTP5122 (Front-End Web Development 1), then IxD5106 (Interaction Design).

### Part 2: An Average Function (1%)

REQUIREMENTS: Using **Lab-4-2.html/js...**

1. Create a function that takes 5 parameters.
2. This function will return the average of the five numbers it receives (to one decimal place). NB: Don't worry about validating the input.
3. Test your new function by outputting to the console with the values: 5, 10, 15, 20, 25. The result should be 15.0.

Now, you will use this function again to determine your program average.

4. Create five variables (one for each course in this semester) and initialize them with a grade out of 100.
5. Using your custom function, create the logic that will send a success popup message if your function returns an overall average of 70 or more.
6. Create the logic that will send a "Review required" popup message if the average is below 70. Again, don't worry about validating the input.
7. Does your logic work? Make sure to test it with known values!

### Part 3: Walking the Dog (1%)

REQUIREMENTS: Using **Lab-4-3.html/js...**

1. Create a **checkTemp** function that takes 1 parameter: **currentTemp**.
2. If the current temperature is above 30, return *false*, otherwise, return *true*.

Now, you will use your function to see if it is safe to walk your dog (not too hot).

3. Create a popup that asks for the current temperature.
4. Take the value from the user and pass it as a parameter into your **checkTemp** function.
5. If the value comes back *false*, send a popup that says, "Yikes! Too hot for dog walking!"
6. If the value comes back *true*, send a popup that says, "You're good, have a nice walk!"

### STRETCH GOALS (0.5%)

REQUIREMENTS: Using **Lab-4-3.html/js...**

1. Modify your function, logic and output messages to additionally check for temperatures less than -10 (i.e. too cold). **You can use the same message for too hot/too cold:** "Yikes! This is no weather for dog walking!"
2. Put a comment above your function that describes:
  - a. What the function does
  - b. What parameters it expects (variable name and data type)
  - c. What value(s) it returns (data type)