Algorithms III

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Code:

*function* a(x,y){

return 5;

}

console.log(a(5,5))

Output:

5

Code:

*function* a(x,y){

z = []

z.push(x);

z.push(y);

z.push(5);

console.log(z);

return z;

}

b = a(2,2)

console.log(b);

console.log(a(6,8));

Output:

[2,2,5],[2,2,5],[6,8,5],[6,8,5]

Code:

*function* a(x){

z = [];

z.push(x);

z.pop();

z.push(x);

z.push(x);

return z;

}

y = a(2);

y.push(5);

console.log(y);

Output:

[2,2,5]

Code:

*function* a(x){

if(x[0] < x[1]) {

return true;

}

else {

return false;

}

}

b = a([2,3,4,5])

console.log(b);

Output:

true

Code:

*function* a(x){

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

if(x[i] > 0){

x[i] = “Coding”;

}

    }

    return x;

}

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

Output:

[“Coding”,“Coding”, “Coding”, “Coding”]

Code:

*function* a(x){

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

if(x[i] > 5){

x[i] = “Coding”;

}

else if(x[i] < 0){

x[i] = “Dojo”;

}

    }

    return x;

}

console.log(a([5,7,-1,4]))

Output:

[5,”Coding”,”Dojo”,4]

Code:

*function* a(x){

if(x[0] > x[1]) {

return x[1];

}

return 10;

}

b = a([5,10])

console.log(b);

Output:

10

Code:

*function* sum(x){

sum = 0;

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

sum = sum + x[i];

console.log(sum);

}

return sum;

}

Output:

--nothing, the function was never called--

**PART II**

*function* printAverage(x){

sum = 0;

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

sum += x[i];

}

var avg = sum / x.length;

return avg;

}

y = printAverage([1,2,3]);

console.log(y); // should log 2

y = printAverage([2,5,8]);

console.log(y); // should log 5

*function* returnOddArray(){

var arr = [];

for(var i=1;i<=255;i+2){

arr.push(i);

}

return arr;

}

y = returnOddArray();

console.log(y);

*function* squareValue(x){

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

x[i] = x[i] \* x[i];

}

return x;

}

y = squareValue([1,2,3]);

console.log(y); // should log [1,4,9]

y = squareValue([2,5,8]);

console.log(y); // should log [4,25,64]