Intro to JavaScript Functions Lab
Level Up

These Level Up exercises are not required.

Exercise 10: `calculateGrade()`

```
/*
Exercise 10: calculateGrade()

Define a function called calculateGrade.
It should take a numerical score and return the corresponding letter
grade (A, B, C, D, F).

For example, 90 and above yields an 'A', 80-89 is a 'B',
and 70-79 is a 'C', 60-69 is a 'D' and anything lower than a 60 is an 'F'.

Example: calculateGrade(100) should return A.

Complete the exercise in the space below:
*/


console.log('Exercise 10 Result:', calculateGrade(85));
```

Exercise 11: `createUsername()`

```
/*
Exercise 11: createUsername()

Define a function called createUsername.
It should take a first name and a last name and return a username.

The username should be a combination of the following:
- The first three letters of the first name.
- The first three letters of the last name.
- The total character count of the first and last name combined.

Example: createUsername('Samantha', 'Green') should return 'SamGre13'.

Complete the exercise in the space below:
*/


console.log('Exercise 11 Result:', createUsername("Samantha", "Green"));
```

Exercise 12: `numArgs()`

```
/*
Exercise 12: numArgs()

Challenge yourself with numArgs.
This function should return the count of arguments passed to it when called.

Complete the exercise in the space below:
*/


console.log('Exercise 12 Result:', numArgs(1, 2, 3, 4));
```

🎉 Level Up complete, well done! 🎉

< Exercise