1. write a function, averagePoints, to get an array containing the average points across for each player. Try with a regular for..of loop and then using map.

```
const player1 = {name: "Bob", points: [1, 2, 1]};
const player2 = {name: "Andre", points: [2, 0, 1]};
const player3 = {name: "Max", points: [1, 1, 1]};
const players = [player1, player2, player3];

console.log("expect [1.33, 1, 1]: ", averagePoints (players));

//console.log("expect [{Bob:1.33, Andre:1, Max:1}]: ", averagePoints (players));

2. const array123 = [1, 2, 3]
```

3. Implement the ask function, which should callback the yes function if the user answers yes to the question, else calls back the no function.

use map and an arrow function to get a new array with the squares of each element -- i.e., [1, 4, 9]

```
const prompt = require("prompt-sync")();
function ask(question, yes, no) {
}
function showOk() {
  console.log ( "You agreed." );
}
function showCancel() {
  console.log ( "You canceled the execution." );
}
ask("Do you agree?", showOk, showCancel);
```

4. replace the showCancel and showOk function declaration with arrow functions in the ask call

```
5. /* write functions executor, add, and mult as defined by the test below */
describe("executor", function(){
   it ("tests add", function(){
      assert.strictEqual(executor(add, 5, 10), 15);
   });
   it("tests mult", function(){
      assert.strictEqual(executor(mult, 5, 10), 50);
   });
});
```

1. [10] Create a unitConversion object using an object literal. It should have isDegrees boolean property and a method to convert from degrees to radians or vice versa if isDegrees is true/false respectively.

Create a unitConversion object using constructor function, UnitConversion. It should have isDegrees property and method for conversion(same as above).

Degrees=Radians×180/π

```
unitConversion.isDegrees = false;

unitConversion(10) \rightarrow 1800/ \pi //converts radians to degrees

unitConversion.isDegrees = true;

unitConversion(10) = 10 * pi /180; //converts degrees to radians
```

2. [2] Rewrite the following function as an arrow function

```
function printMe(){
    console.log("hello");
}
```

3. Write a constructor function to create an object Item that has id, name, price, discount and freeShipping as properties and has the method, getFinalPrice().

Default value of freeShipping is false.

```
NOTE: Discount is percentage. Ex: 10 -> 10%.
```

getFinalPrice(): subtract the discount from the price.

```
Example: Price:500, discount:10 getFinalPrice()-> 500 - (10/100*500) = 450.
```

```
const item1 = new Item(1,'cell phone',500,10);
const item2 = new Item(2,'book',50,0,true);
const item3 = new Item(3,'table',500,1);
const item4 = new Item(4,'adapter',40,2,true);
let shoppingCart = [item1,item2,item3,item4];
```

a. [5] getCheckoutPrice - Return the sum of the prices (getFinalPrice()) of all items after discount including shipping charges. If the item is not eligible for free shipping, add \$3 shipping charges for each item.

Example

```
getCheckoutPrice(shoppingCart) -> (500-(500*10/100)+3) + 50 + (500-(500*1/100) + 3) + (40-(40*2/100) = 1040.2
```

b. [5] getItemsPricedOver100 - Return all items priced over \$100 before
discount

```
getItemsPricedOver100(shoppingCart) ->
   Result
   [
     Item {
       id: 1,
       name: 'cell phone',
       price: 500,
       discount: 10,
      freeShipping: false,
       getFinalPrice: [Function (anonymous)]
     },
     Item {
       id: 3,
       name: 'table',
       price: 500,
       discount: 1,
      freeShipping: false,
      getFinalPrice: [Function (anonymous)]
     }
   ]
c. [10] findCheapestItem: Return item (name & price only) that has minimum
   price.
   NOTE: Use getFinalPrice().
   Example
   findCheapestItem(shoppingCart) -> {name: 'adapter', price: 39.2}
```

```
6. Create an object calculator with two methods using an object literal:
  getValues(operand1, operand2) takes two values and saves them as object properties.
  sum() returns the sum of saved values.
  mul() multiplies saved values and returns the result.
let calculator = {
 // ... your code ...
calculator.setValues(5, 10):
console.log("expect 15:", calculator.sum());
console.log("expect 50:", calculator.mul());
   7. Create an object calculator with two methods using a constructor function:
       calculator = new Calculator();
 const numbers = [1, 5, 18, 2, 77, 108];
           > use filter, find, and findIndex to find
                   > all the even numbers
                   > the first even number
                   > the index of the first even number
   8. use sort to sort an array of numbers in descending order
       [4, 2, 8, 15].sort(/* something neededhere */); \rightarrow [15, 8, 4, 2]
   9. use split, join, and sort to take the words in a string and reorder them by shortest to longest
    10. let result = arr.map(function(item, index, array) {
    // returns the new value instead of item
    });
   let lengths = ["Bilbo", "Gandalf", "Nazgul"].map(item => item.length);
   console.log(lengths); // 5,7,6
   //modify so that it logs array with index: item.length instead of just item.length
   console.log("expect 0: 5, 1: 7, 2: 6", lengths);
   11. Get average age, round the result to keep only two decimals.
let array= [{name:"ram",age:29}, {name:"syam",age:40}, {name:"ganga",age:19}];
console.log("expect 75.33",getAverageAge(array));
   12. Find the oldest man
```

console.log("expect {name:"syam",age:40}",findOldestMan(array));