Write a function `peakFinder(array)` that takes in an array of numbers.

It should return an array containing the indices of all the peaks. A

peak is an element that is greater than both of its neighbors. If it is

the first or last element, it is a peak if it is greater than its one

neighbor. Assume the array has a length of at least 2.

Hint: this can be solved using a single loop

Examples:

peakFinder([1, 2, 3, 2, 1]); //=> [2]

peakFinder([2, 1, 2, 3, 4, 5]); //=> [0, 5]

peakFinder([4, 6, 9, 4, 2, -7, 2, -4, 5]); //=> [2, 6, 8]

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Write a function `hasFavoriteFood(obj, food)` that takes in an object

and a food string. The function should return true if the object has

that favorite food. See the examples below.

Examples:

var dog = {

name: 'Fido',

favoriteFoods: ['chicken', 'sausage', 'scooby snacks']

}

hasFavoriteFood(dog, 'sausage'); // => true

hasFavoriteFood(dog, 'cat food'); // => false

var person = {

name: 'Al',

favoriteFoods: ['pizza', 'burgers', 'ramen']

}

hasFavoriteFood(person, 'burgers'); // => true

hasFavoriteFood(person, 'fish'); // => false

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Write a function `getFullName(person)` that takes in an person object

and returns a string containing their full name.

Examples:

var p1 = {firstName: 'John', lastName: 'Doe'};

getFullName(p1); // => 'John Doe'

var p2 = {firstName: 'Charlie', lastName: 'Brown', age: 9};

getFullName(p2); // => 'Charlie Brown'

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

// let person = {

// first.name = name;

// last.name = name;

// return person;

// }