**COMP 3123 – Full Stack Development – Lab 1**

* JavaScript Refresher Exercises

**Developer Note:**

* Answer any 4 of the JavaScript exercises below
* Try to solve the problems without using search engines or stack overflow for the solutions.

**Exercise 1:**

***Write a JavaScript program to capitalize the first letter of each word of a given string.***



**function capitalizeFirstLetter(string){**

**return string.split(' ')**

**.map(word => word.charAt(0).toUpperCase() + word.slice(1))**

**.join(' ');**

**}**

**Exercise 2:**

***Write a JavaScript program to find the largest of three given integers.***



console.log(max (1,0,1));

console.log(max (0,-10,-20));

console.log(max (1000,510,440));

**Sample Output:**

1  
0  
100

**function max(a,b,c){**

**return math.max(a,b,c);**

**}**

**Exercise 3:**

*Write a JavaScript program to move last three character to the start of a given string. The string length must be greater or equal to three****.***



console.log(right("Python"));

console.log(right("JavaScript"));

console.log(right("Hi"));

**Sample Output:**

honPyt  
iptJavaScr  
Hi

**function right(string){**

**if (string.length >= 3){**

**let lastThree = string.slice(-3);**

**let restString = string.slice(0,-3);**

**return lastThree + restString;**

**} else{**

**return "String length must be higher than 3";**

**}**

**}**

**Exercise 4:**

*Write a JavaScript program to find the types of a given angle.*

Types of angles:  
• Acute angle: An angle between 0 and 90 degrees.  
• Right angle: An 90 degree angle.  
• Obtuse angle: An angle between 90 and 180 degrees.  
• Straight angle: A 180 degree angle.



console.log(angle\_Type(47))

console.log(angle\_Type(90))

console.log(angle\_Type(145))

console.log(angle\_Type(180))

**Sample Output:**

Acute angle  
Right angle  
Obtuse angle  
Straight angle

**function angle\_type(angle){**

**if (angle > 0 && angle < 90){**

**return "Acute angle";**

**} else if (angle = 90){**

**return "Right angle";**

**} else if (angle > 90 && angle < 180){**

**return "Obtuse angle";**

**} else if (angle = 180){**

**return "Straight angle";**

**} else{**

**return "Please enter a number between 0 to 180";**

**}**

**}**

**Exercise 5:**

*Write a JavaScript program to find the maximum possible sum of some of its k consecutive numbers (numbers that follow each other in order.) of a given array of positive integers.*



console.log(array\_max\_sum([1, 2, 3, 14, 5], 2))

console.log(array\_max\_sum([2, 3, 5, 1, 6], 3))

console.log(array\_max\_sum([9, 3, 5, 1, 7], 2))

**Sample Output:**

19  
12  
12