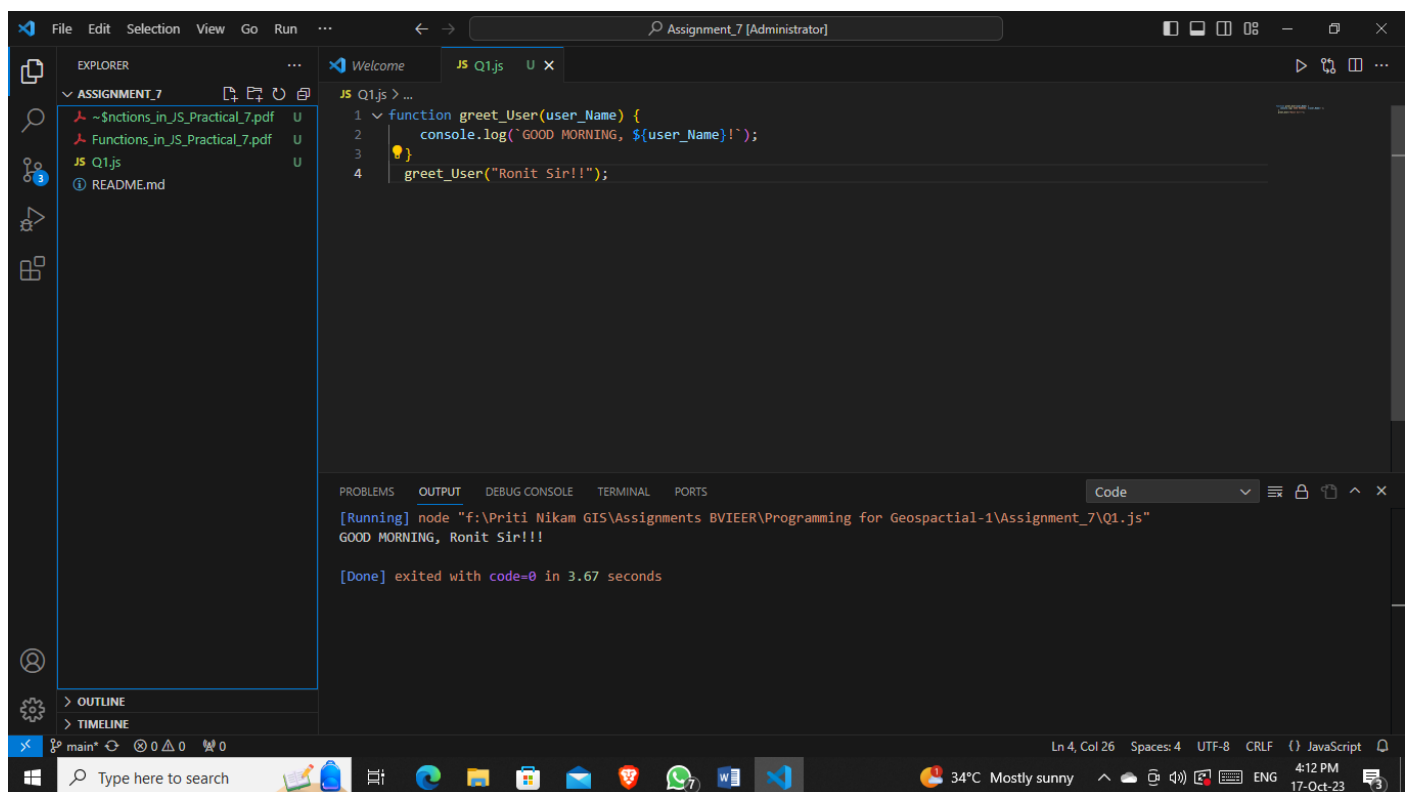


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Practical 7: Functions in JS

Q1. Define a function to greet a user “GOOD MORNING”, the function should accept the user's name as a parameter.



The screenshot shows the Visual Studio Code editor interface. On the left, the Explorer pane shows a folder named 'ASSIGNMENT_7' containing files: '~\$ctions_in_JS_Practical_7.pdf', 'Functions_in_JS_Practical_7.pdf', 'JS Q1.js', and 'README.md'. The main editor area displays the content of 'JS Q1.js', which contains the following JavaScript code:

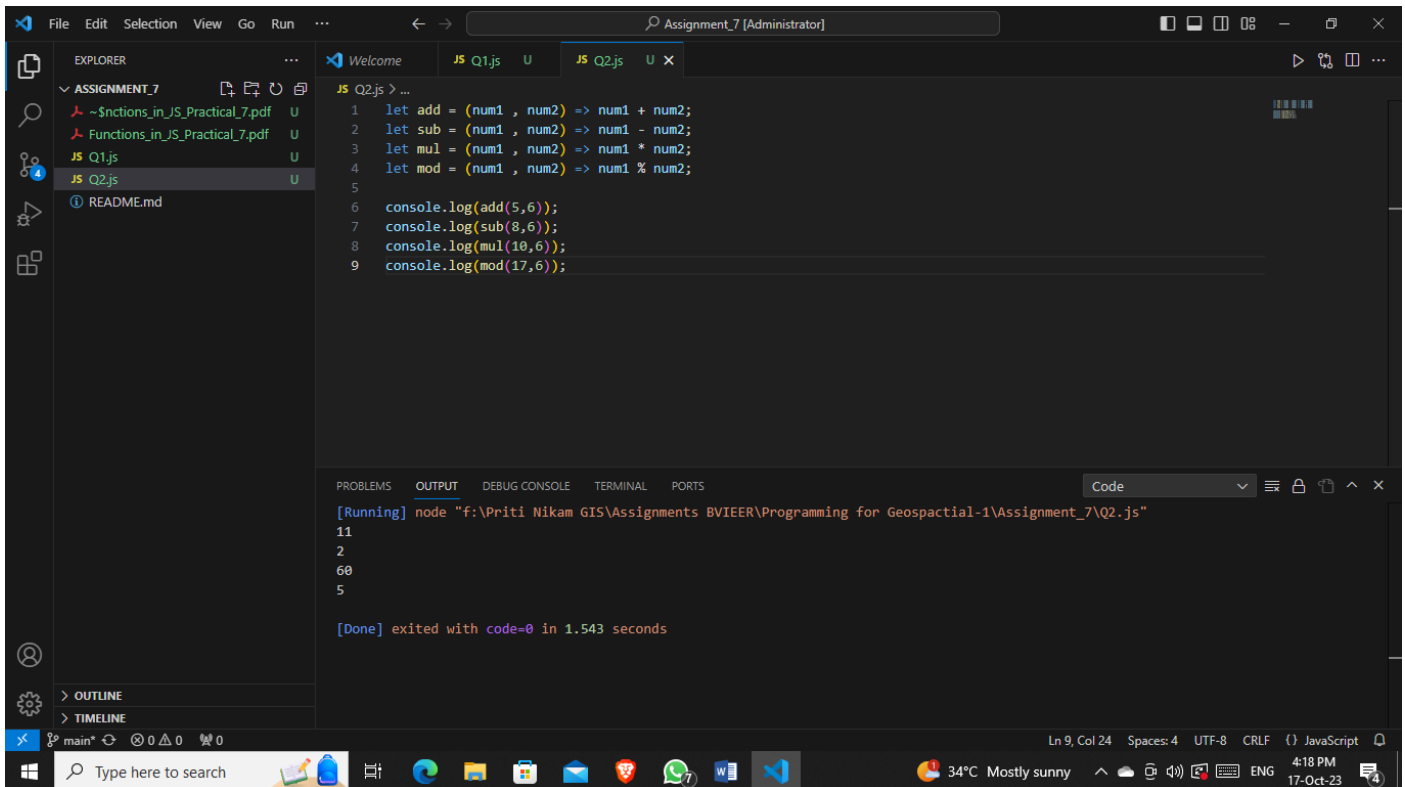
```
1 function greet_User(user_Name) {  
2   console.log(`GOOD MORNING, ${user_Name}!!`);  
3 }  
4 greet_User("Ronit Sir!!");
```

Below the code editor, the Output pane shows the execution results:

```
[Running] node "f:\Priti Nikam GIS\Assignments BVIEER\Programming for Geospacial-1\Assignment_7\Q1.js"  
GOOD MORNING, Ronit Sir!!!  
  
[Done] exited with code=0 in 3.67 seconds
```

The status bar at the bottom indicates the file is 'main*', the editor is at 'Ln 4, Col 26', and the encoding is 'UTF-8'. The system tray shows the date and time as '4:12 PM 17-Oct-23'.

Q2. Create a function expression to perform Arithmetic operations.



The screenshot shows the Visual Studio Code editor with a file named `JS Q2.js` open. The code defines four function expressions for arithmetic operations: `add`, `sub`, `mul`, and `mod`. Each function takes two arguments, `num1` and `num2`, and returns the result of the respective operation. The functions are then used in `console.log` statements to calculate `add(5,6)`, `sub(8,6)`, `mul(10,6)`, and `mod(17,6)`. The output window shows the results: 11, 2, 60, and 5.

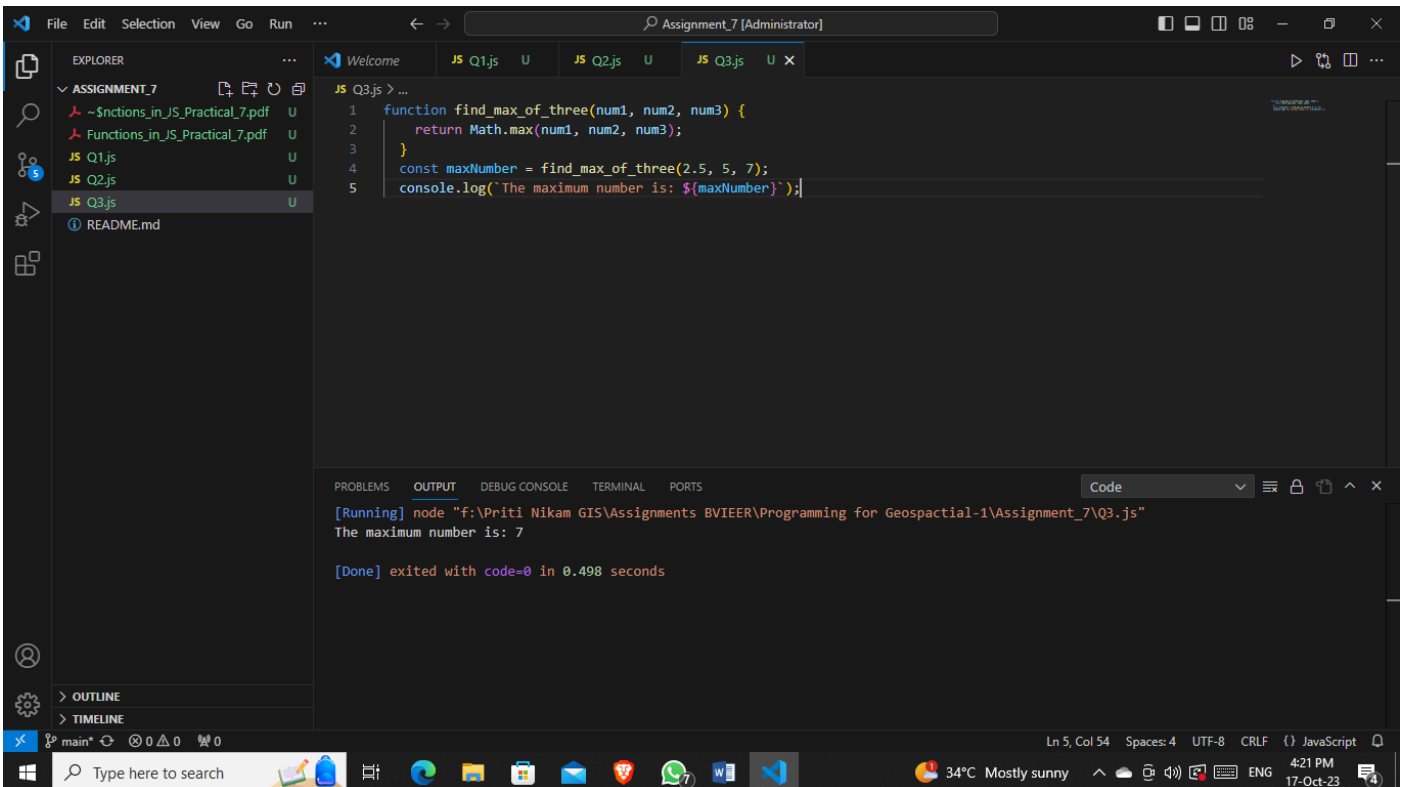
```
1 let add = (num1 , num2) => num1 + num2;
2 let sub = (num1 , num2) => num1 - num2;
3 let mul = (num1 , num2) => num1 * num2;
4 let mod = (num1 , num2) => num1 % num2;
5
6 console.log(add(5,6));
7 console.log(sub(8,6));
8 console.log(mul(10,6));
9 console.log(mod(17,6));
```

OUTPUT

```
[Running] node "f:\Priti Nikam GIS\Assignments BVIEER\Programming for Geospacial-1\Assignment_7\Q2.js"
11
2
60
5

[Done] exited with code=0 in 1.543 seconds
```

Q3. Create a function to find the max of three numbers.



The screenshot shows the Visual Studio Code editor with a file named `JS Q3.js` open. The code defines a function `find_max_of_three` that takes three arguments, `num1`, `num2`, and `num3`, and returns the maximum value using `Math.max`. The function is then used to find the maximum of 2.5, 5, and 7, with the result 7 being logged to the console. The output window shows the result: 7.

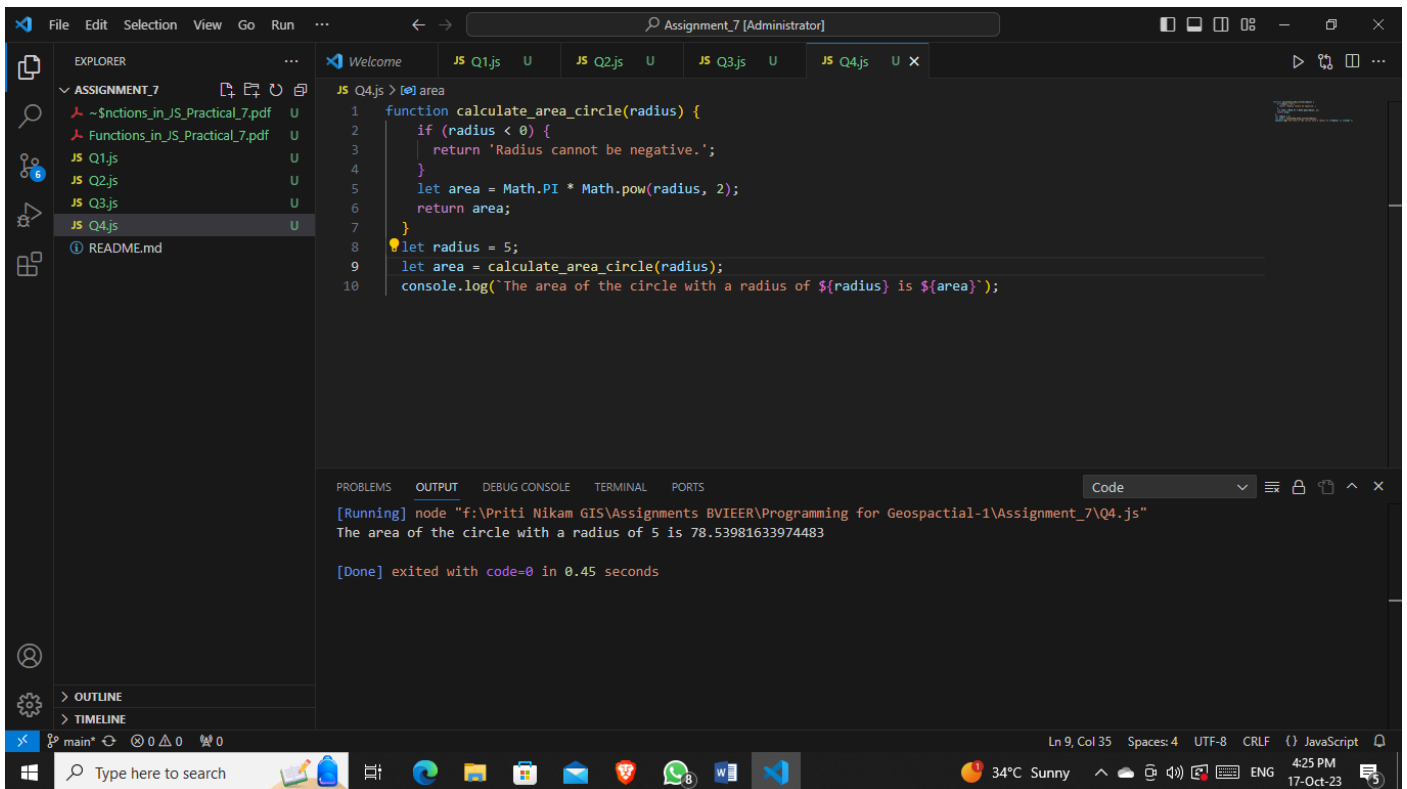
```
1 function find_max_of_three(num1, num2, num3) {
2   return Math.max(num1, num2, num3);
3 }
4 const maxNumber = find_max_of_three(2.5, 5, 7);
5 console.log(`The maximum number is: ${maxNumber}`);
```

OUTPUT

```
[Running] node "f:\Priti Nikam GIS\Assignments BVIEER\Programming for Geospacial-1\Assignment_7\Q3.js"
The maximum number is: 7

[Done] exited with code=0 in 0.498 seconds
```

Q4. Create a function that accepts radius and returns the area of a circle.



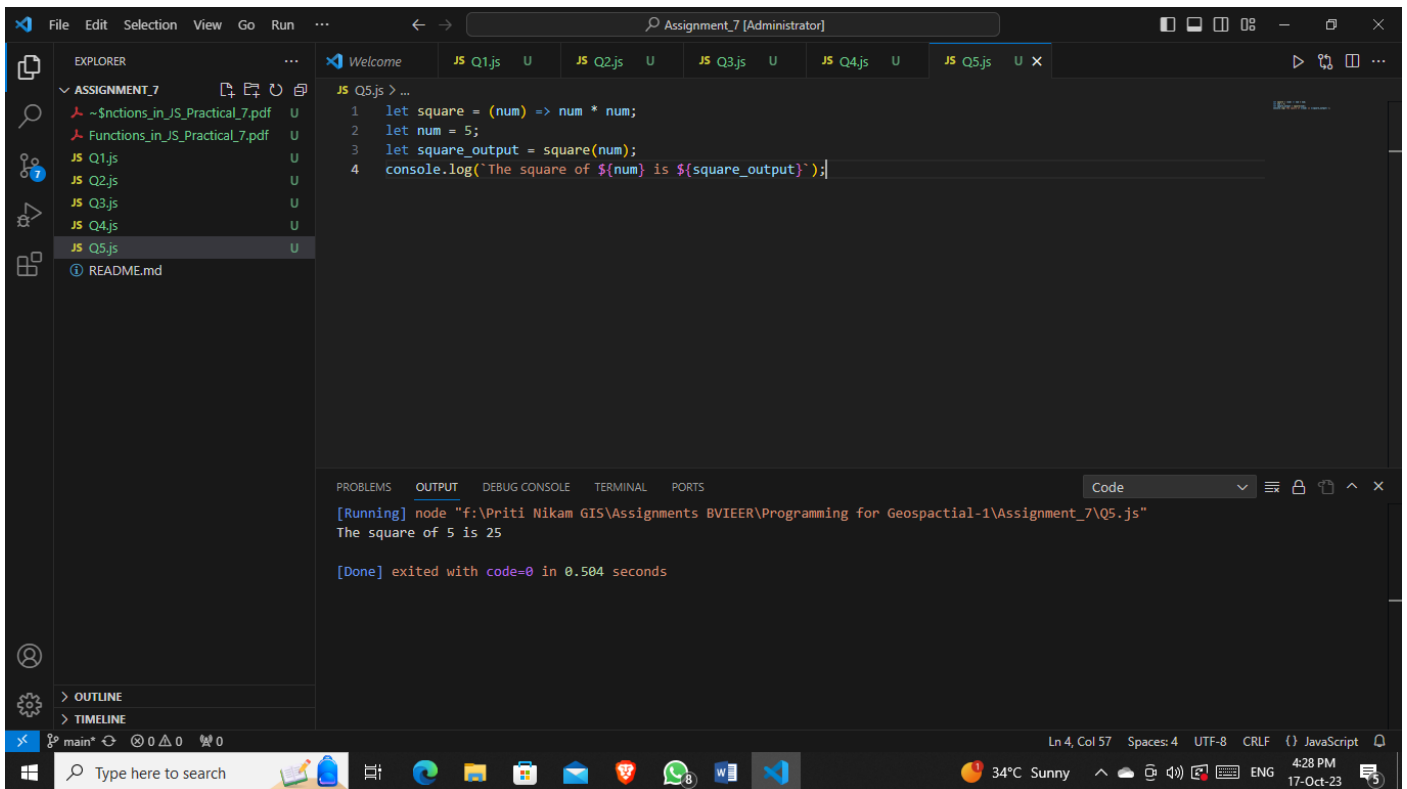
The screenshot shows a Visual Studio Code editor window with the file explorer on the left displaying a project named 'ASSIGNMENT_7'. The file 'JS Q4.js' is selected. The editor displays the following JavaScript code:

```
1 function calculate_area_circle(radius) {  
2     if (radius < 0) {  
3         return 'Radius cannot be negative.';  
4     }  
5     let area = Math.PI * Math.pow(radius, 2);  
6     return area;  
7 }  
8 let radius = 5;  
9 let area = calculate_area_circle(radius);  
10 console.log(`The area of the circle with a radius of ${radius} is ${area}`);
```

The bottom panel shows the 'OUTPUT' tab with the following execution results:

```
[Running] node "f:\Priti Nikam GIS\Assignments BVIEER\Programming for Geospatial-1\Assignment_7\Q4.js"  
The area of the circle with a radius of 5 is 78.53981633974483  
  
[Done] exited with code=0 in 0.45 seconds
```

Q5. Create an arrow function which returns a square of a given number.



The screenshot shows a Visual Studio Code editor window with the file explorer on the left displaying a project named 'ASSIGNMENT_7'. The file 'JS Q5.js' is selected. The editor displays the following JavaScript code:

```
1 let square = (num) => num * num;  
2 let num = 5;  
3 let square_output = square(num);  
4 console.log(`The square of ${num} is ${square_output}`);
```

The bottom panel shows the 'OUTPUT' tab with the following execution results:

```
[Running] node "f:\Priti Nikam GIS\Assignments BVIEER\Programming for Geospatial-1\Assignment_7\Q5.js"  
The square of 5 is 25  
  
[Done] exited with code=0 in 0.504 seconds
```