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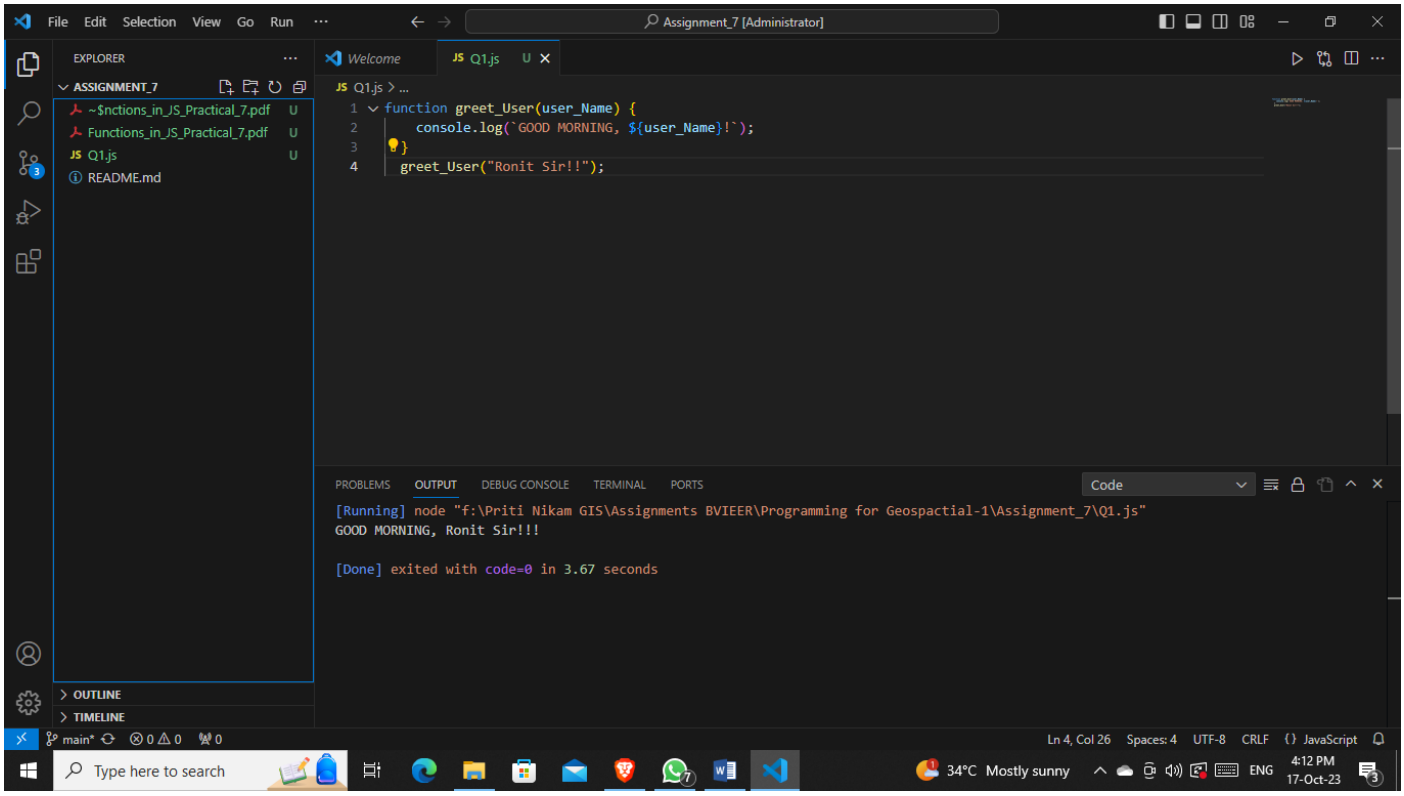
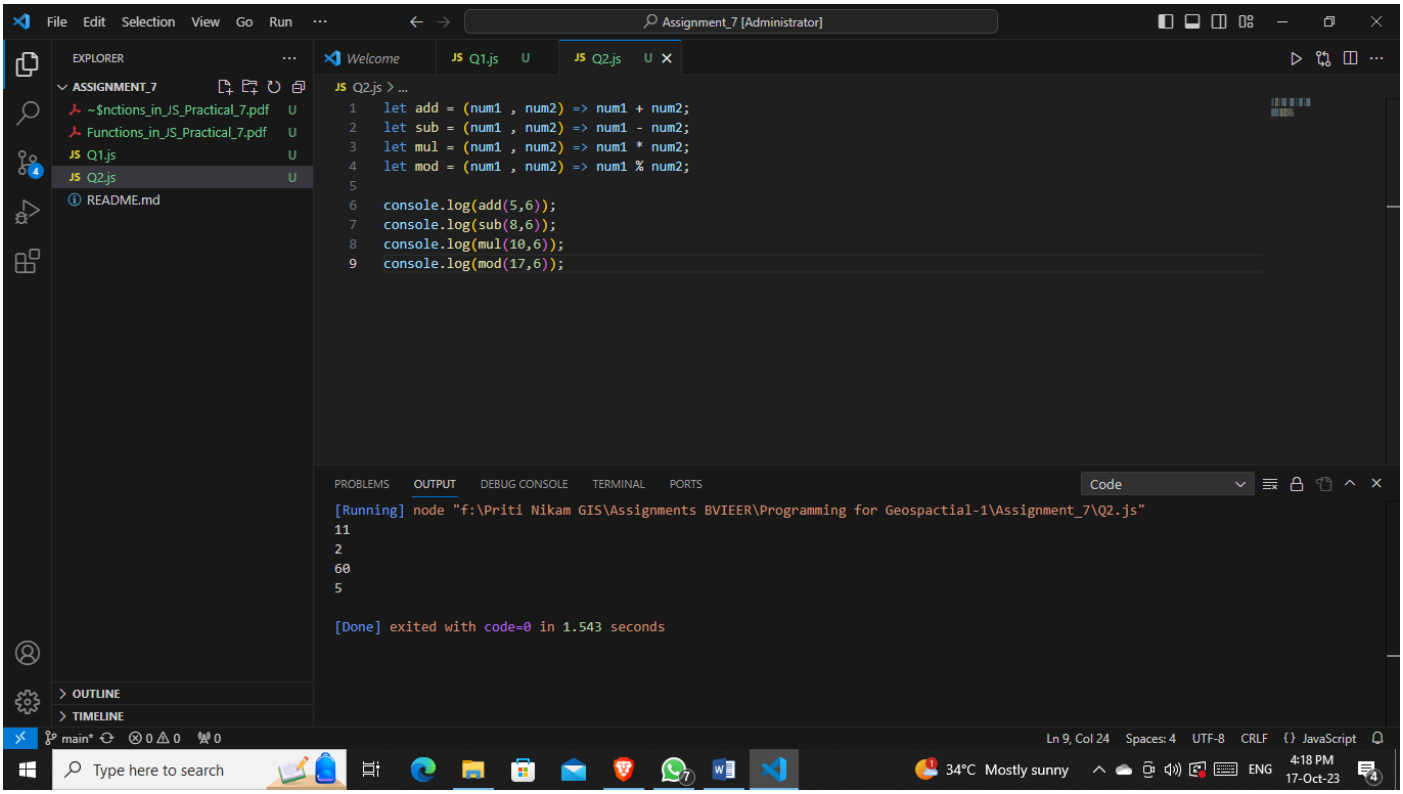
Roll No: 05

Practical 7: Functions in JS

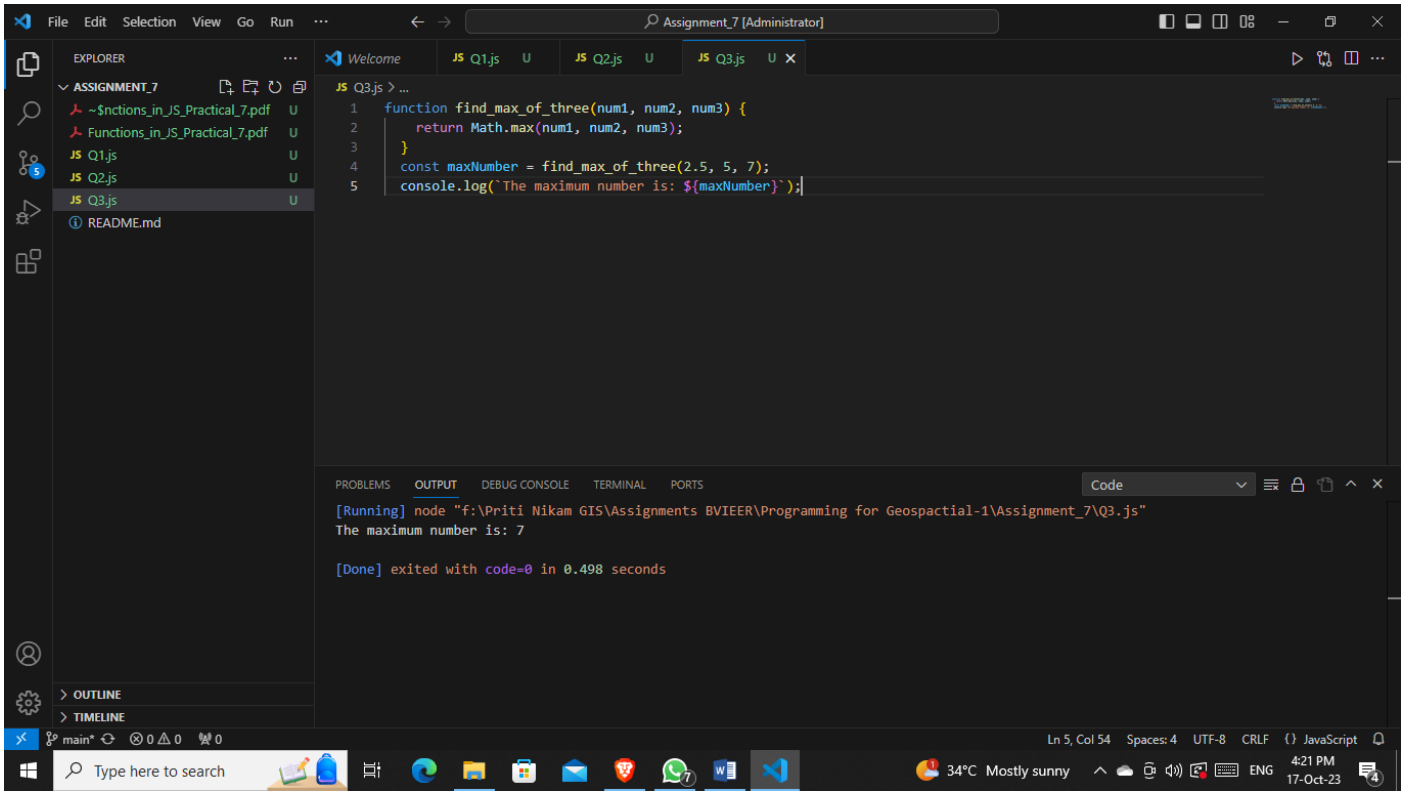
Q1. Define a function to greet a user “GOOD MORNING”, the function should accept the user's name as a parameter.



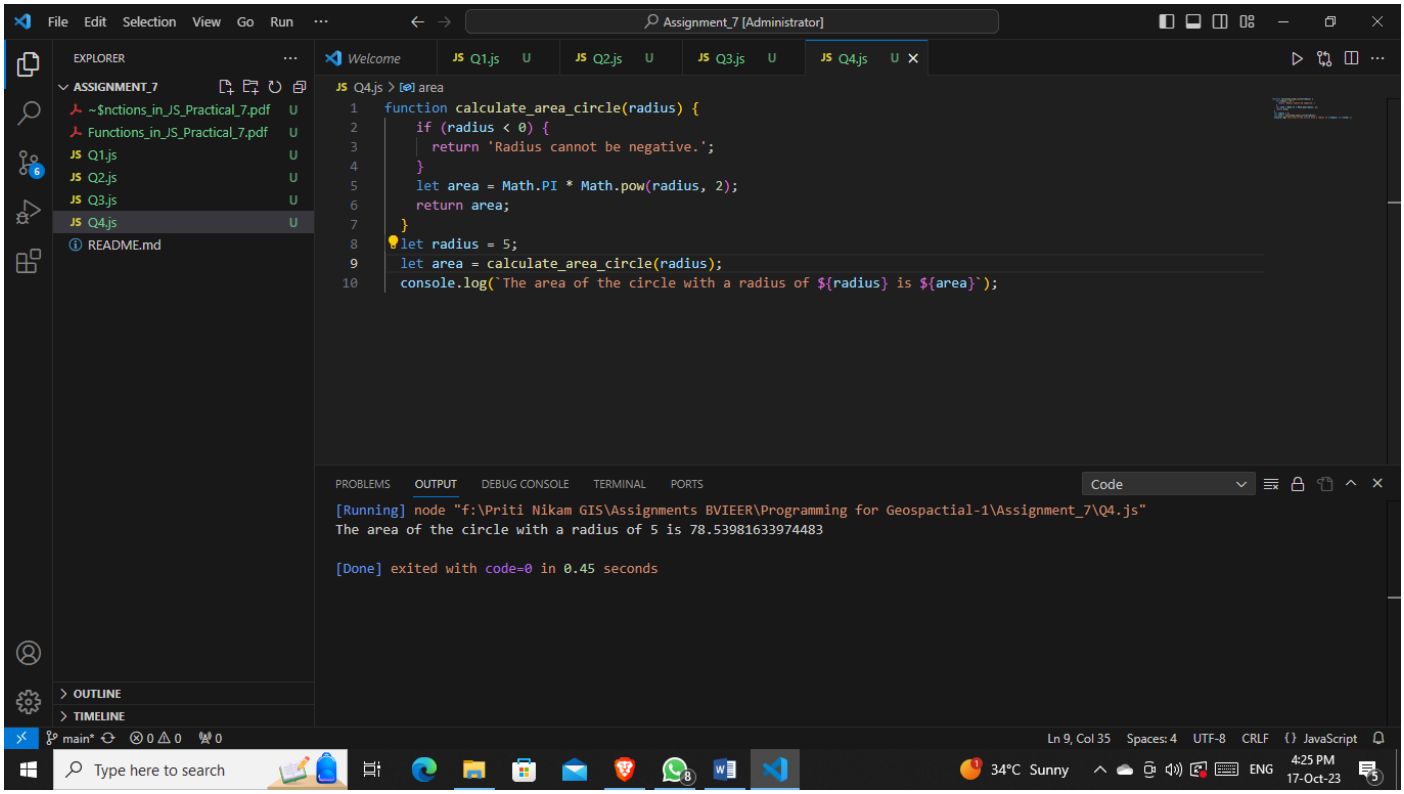
Q2. Create a function expression to perform Arithmetic operations.



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



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



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