

Objective: Write functions that pass tests by using the `function` and `return` keywords.

Do Now: Set up your workspace and complete the following.

Conditionals Reading

Coding Task:

<https://onecompiler.com/javascript/42w6fkmvk>

Daily Submission

- 1) Rename your JS file using the convention: First_Last_JS_08.js
- 2) Go to your javascript-practice Repo and upload your JS file for today.
- 3) **Commit your changes**

```
// Example: Define a function isFive that will return true if a number is equal to 5 and false if it is not.
```

```
function isFive(num) {  
  // Your code here!  
  if(num == 5){  
    return true;  
  } else if(num==55){  
    return "That's a double 5!";  
  } else {  
    return false;  
  }  
}
```

```
// Tests  
console.log(isFive(5)); // => true  
console.log(isFive(13)); // => false  
console.log(isFive(55));
```

```
// #1 Write a function isOdd that takes in a number as an argument and returns true
// if the number is odd and returns false otherwise.
```

```
function isOdd(num) {
  // your code here!
  if (num%2 == 1){
    return true
  } else {
    return false
  }
}
```

```
// Tests
console.log(isOdd(2)); // => false
// console.log(isOdd(5)); // => true
// console.log(isOdd(-17)); // => true
```

```
// #2 Define a function fizzBuzz(num) that takes a number and prints "Fizz" if it is
// divisible by 3,
// prints "Buzz" if it is divisible by 5, and prints "FizzBuzz" if it is divisible by both 3 and 5.
// Return null if it is divisible by neither 3 nor 5.
```

```
function fizzBuzz(num) {
  // your code here!
}
```

```
// Tests
//console.log fizzBuzz(6) ); // => "Fizz"
// console.log(10); // => "Buzz"
// console.log(15); // => "FizzBuzz"
// console.log(17); // => null
```