```
Basic Foundation 1
 (1) Get 1 to 255
                                           (7) function odd () {
       function all §
            var arr:[];
                                                   var array : [];
            for (var i= 1; i < 256; i++) &
                                                   for (var i=1; i=50; i++)
            avr. purhici
                                                      if 117.2 ! == 0) {
                                                        array. push (i);
            return arr;
                                                   return array;
     function sum evens () {
                                               3
           var sum = 0;
           for (var i=1; i < 1001; i++) {
                                           (B) function greatest (avv, y) }
             if (i .1. 2 === 0) {
                                                   var count = 0;
                sum + = i;
                                                    for (var i = 0; i < ayr. eength; i++) {
                                                        if (arrEi) > 41 &
         return sum;
                                                            count + + ;
     3
                                                     Š
                                                     return count;
    function sumodds () {
          YOUR SUM = 0 ;
                                            9 function square (avr) {
         for (var i=1; i25000; i++) {
                                                    for (var i=0; icarr. length; i++) {
              if (i =/0 Z = = = 1) {
                                                       arr [i] = arr [i] * arr [i] ;
                 sum + = i;
                                                      return aw;
          return sum;
      3
                                               (10) function negative (arr) {
     function iterate(arr) {
                                                         for (var i= 0; i carr, length; i++) {
         var sum = 0;
                                                             if (avvci3 <0) {
         for (var i=0; icarr.length; i++) §
                                                                arr [1] = 0 ;
             sum = sum + arreis;
                                                          return ary;
         return sum;
     3
                                                (1) function max Min Avg (avr) {
    function find max (avv) {
                                                        var max = arr Co];
         var max = arrcoj;
                                                        var min = arr [0];
        for (var i=1; icarr.length; i++) §
                                                         var cum = avr [ 0]
           if (max carred) {
                                                         for (var i=1; icarr-length; i++) {
               max = avv [i]
                                                             if (arr Ei3 >max) {
                                                                max = avr (i];
         veturn max;
                                                              if (avv[i] & min) {
                                                                 min = arv [i];
6 function average (arr) {
                                                              sum = sum + avv [i];
          var sum = 0;
          for (vari=0; icarv.length; i++) {
                                                            var avg = sum / arr. length;
              sum = sum + arr [i]
                                                            var arrnew = [max, min, avg]
          var ang = sum | arv. cength;
                                                            return arrnew;
           return arg;
                                           (3) function
      3
                                                           numstring (arr) {
                                                     for (var i = 0; icavv. length; i++) {
(12) function swap (arr) {
                                                          if (arr [i] < 01 }
        var temp = arr [0];
         arr [0] : arr [arr. length - 1];
                                                             avr [i] = "Dojo";
         avv[avv.length-1] = temp;
                                                       return arr;
         return arr;
```