**Scope and Operators**

**Hands-On 1**

Now that you have learned about scope and operators, its now time to put that knowledge to work. In this Hands-On exercise, you will create a project which will solidify how these pieces operate when used together. Hands-On projects are completed outside of the browser, using your IDE (i.e., VSCode).

**Requirements**

Leverage your knowledge of the JavaScript programming language to write three functions that take in two parameters, with one of the parameters being a default parameter.

* Function 1: This function should return the *sum* of all numbers.
* Function 2: This function should return the *quotient* of all numbers.
* Function 3: This function should return the *average* of all numbers.

Example:

With Default Parameter of 20:

addNumbers(1);

Should return:

21

**Grading**

* **Meets all Requirements:** 50% of your grade will be based on meeting the requirements.
* **Timely Submission:** 25% of your grade will be based on having a complete solution on time.
* **Style:** 25% of your grade will be based on having legible, and well-designed code.

Be sure to save your solution, and be prepared to share it with your Instructor or Mentor during your next class, or check-in.

**Scope and Operators**

**Hands-On 2 (optional)**

For this Hands-On, you will be working with the functions you created in the last hands on. Please make sure that project is open before continuing.

**Requirements**

Leverage your knowledge of the JavaScript programming language to write the three previous functions as arrow functions. Each of the functions should take in two parameters, and **NO** default parameters are needed.

**Grading**

* **Meets all Requirements:** 50% of your grade will be based on meeting the requirements.
* **Timely Submission:** 25% of your grade will be based on having a complete solution on time.
* **Style:** 25% of your grade will be based on having legible, and well-designed code.

Be sure to save your solution, and be prepared to share it with your Instructor or Mentor during your next class, or check-in.

**Hands-On 3 (optional)**

In this Hands-On exercise, you will create a project which will solidify how the pieces you learned in this lesson operate when used together. This Hands-On project should be completed outside of the browser, using your IDE (i.e., VSCode).

**Requirements**

Leverage your knowledge of the JavaScript programming language to create **TWO** JavaScript objects using the starter code below. Your objects must have at least **THREE** properties and **ONE** method each using the this keyword.

**script.js** file:

let newProduct = {};

let wishList = {};

**Grading**

* **Meets all Requirements:** 50% of your grade will be based on meeting the requirements.
* **Timely Submission:** 25% of your grade will be based on having a complete solution on time.
* **Style:** 25% of your grade will be based on having legible, and well-designed code.

Be sure to save your solution, and be prepared to share it with your Instructor or Mentor during your next class, or check-in.