Mastering Responsive Design

5.1 JavaScript

- 1. Create a program that represents a car with properties like make, model, and year. (object)
- 2. Implement a function to reverse a string.
- 3. Create a program to find the sum of all numbers in an array using a for loop.

5.2 Responsiveness

Make both Project-2 (Glittle – as per the posted video) and Project-3 (Portfolio) 100% responsive and compatible with tablets, phones, and other devices using media queries.

Working with npm Packages in JavaScript

- 1. Write a code snippet using 'lodash' that sorts an array of numbers in ascending order.
- 2. Write a function that uses `axios` to make an HTTP GET request to a specified URL and returns the response data.
- 3. Write a code snippet that uses 'moment' to display the current date and time in a specific format, e.g., "YYYY-MM-DD HH:mm:ss".
- 4. Write a code snippet that uses 'chalk' to display a message in red color in the console.
- 5. Write a function that utilizes **validator** to check if a given string is a valid email address.

Note: Please read the npm documentation to learn how to implement the following packages.

JavaScript Functions and Array Methods

- 1. Write a function called **`isEven**` that takes in a number as a parameter and returns `true` if the number is even, and `false` otherwise.
- 2. Convert the following function into an arrow function:

```
function capitalizeWords(sentence) {
  return sentence.split(" ").map(function(word) {
    return word.charAt(0).toUpperCase() + word.slice(1);
  }).join(" ");
}
```

- 3. Write a function called **printSquares** that takes an array of numbers as input and uses the **forEach** method to print the square of each number.
- 4. Write a function called **getDoubledValues** that takes an array of numbers as input and uses the **map** method to return a new array with each number doubled.
- 5. Write a function called **getEvenNumbers** that takes an array of numbers as input and uses the **filter** method to return a new array with only the even numbers.
- 6. Write an arrow function called **getMax** that takes an array of numbers as a parameter and returns the maximum number in the array using the **reduce** method.