

## Exercise 27

Rev. 25Jan2019

## **FUNCTIONS CALLING FUNCTIONS**

Sounds odd, right? Functions calling functions? But it's really not, and this idea of a function calling a function is very important for doing more sophisticated work with JavaScript, so let's dig into it.

The goal is to place in the top batting average from an object that contains batters and their averages. Look at the pattern for JavaScript objects again:

```
{
   someKey: someValue,
   someOtherKey: someOtherValue
}
```

☐ Your first task is to create a JavaScript object called battingAverages with key:value pairs for the following batters:

Batter	Average
gwynn	0.338
dimaggio	0.325
williams	0.344
robinson	0.311
puckett	0.318

- □ Next, create a function, compare, that accepts two numbers and returns the larger of the two. If compare is passed 0.5 and 0.7, it should return 0.7. If the two numbers are the same, it should return the first argument.
- □ Now, create another function, topBattingAverages, that accepts the battingAverages object and the compare function (in that order).

☐ In the function body of topBattingAverage, set a variable, topAverage, set to 0. You'll see why we use this shortly.

□ After setting topAverage, go through each of the batters in the battingAverages object, calling compare and passing the topAverage first and then one of the items in the battingAverages object. From compare, you're going to get the greater number of the two. Set the value of topAverage to what you get back from compare. Go through each of the batters and, as a final thing, return topAverage.

□ Now call topBattingAverage, passing in the object of batting averages, and the function that does that comparing. Take that value and place it in the 
 id="top-average">
 element. That value should be
 0.344.

Is this the hardest exercise so far? I certainly think so — and I'll be surprised (and delighted) if you can get through it without any help. So, I've provided that help in the form of answer.js. Don't feel bad if you need to look at it, but do this: once you've seen my solution, don't copy it; instead get the idea of each part of the code, then go back to index.js and try to reproduce it based on your new understanding. Need to refer to answer.js repeatedly? That's OK. Just don't copy/paste it.

Remember that once you have created a variable with "let", you'll change the value of the variable without "let".

Example:

let myCity = "Dallas"

myCity = "Las Vegas"