

Name _____ Period _____

Skill 23.01 Exercise 1

- (a) What is a function?
- (b) Why are functions considered abstractions?

Skill 23.02 Exercise 1

- (c) Using a function declaration, create a function called `getReminder()` that prints a reminder to the console. In the function body of `getReminder()`, log the following reminder to the console: 'Water the plants.'
- (d) Using a function declaration, create a function called `greetInSpanish()`. In the function body add a `console.log()` that prints: 'Buenas Tardes.'

Skill 23.03 Exercise 1

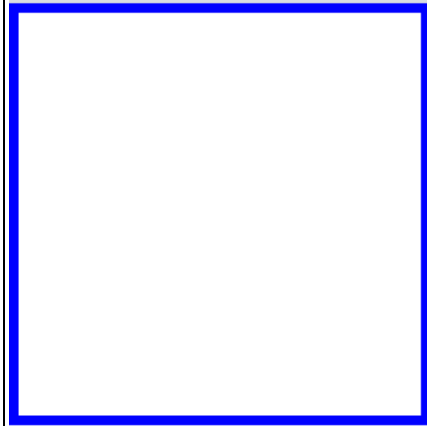
Imagine that you manage an online store. When a customer places an order, you send them a thank you note. Let's create a function to complete this task:

- (a) Define a function called `sayThanks()` as a function declaration.
- (b) In the function body of `sayThanks()`, add code such that the function writes the following thank you message to the console when called: 'Thank you for your purchase!'
- (c) Call `sayThanks()` to view the thank you message in the console.
- (d) Functions can be called as many times as you need them. Imagine that three customers placed an order and you wanted to send each of them a thank you message. Update your code to call `sayThanks()` three times.

Skill 23.04 Exercise 1

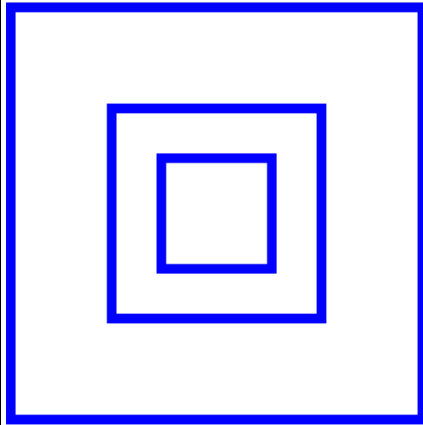
The code below creates the output shown to the right.

```
var square = document.createElement("div");
var dimensions = 200;
var xPos = 0;
var yPos = 0;
square.style.width = dimensions + "px";
square.style.height = dimensions + "px";
square.style.border = "thick solid #0000FF";
square.style.position = "absolute";
square.style.left = xPos + "px";
square.style.top = yPos + "px";
document.body.append(square);
```



Rewrite the code above as a function. Call the function *drawSquare*. Pass the following parameters to *drawSquare*: *dimensions*, *xPos*, *yPos* and use them in the body of the paragraph in place of the hardcoded values.

Call *drawSquare* to create squares on the screen like the output shown below.



Skill 23.05 Exercise 1

The code below is intended to create a square using the function in the previous exercise.

```
makeSquare(200, 0, 0);
```

But, when the following code is implemented to add text to the square an error occurs.

```
square.innerHTML = "Here is some text!";
```

- (a) Explain why?
- (b) Modify the code from the previous exercise to fix the error.

