1.Write a function called “addFive”.  
Given a number, “addFive” returns 5 added to that number.

**var num = 10;**

**function addFive(num) {**

**return num+5**

**}**

**var result = addFive(num)**

**console.log(result)**

Input:

addFive(5);  
addFive(0);  
addFive(-5);

Output:

10  
5  
0

2. Write a function called “getOpposite”.  
Given a number, return its opposite

**var num ="5a"**

**function getOpposite(num) {**

**if(Number.isInteger(num)) return num\*-1**

**else**

**return -1**

**}**

**var result = getOpposite(num)**

**console.log(result)**

Input:

getOpposite(5);  
getOpposite(0);  
getOpposite(-5);  
getOpposite(“5a”);  
getOpposite(5.5);

Output:

-5  
0  
5  
-1  
-1

3. Fill in your code that takes an number minutes and converts it to seconds.

**var min = 5;**

**function toSeconds(min) {**

**return min\*60**

**}**

**var secs = toSeconds(min)**

**console.log(secs)**

**Input --- > Output**

toSecond(5) ➞ 300

toSeconds(3) ➞ 180

toSeconds(2) ➞ 120

**4.Create a function that takes a string and returns it as an integer.**

**var mystr = "1000"**

**function toInteger(mystr) {**

**return parseInt(mystr)**

**}**

**var myint = toInteger(mystr)**

**console.log(myint)**

**Input --- > Output**

toInteger(“6”) ➞ 6

toInteger(“1000”) ➞ 1000

toInteger(“12”) ➞ 12

5. Create a function that takes a number as an argument, increments the number by +1 and returns the result.

**var myint = 0;**

**function nextNumber(myint) {**

**return myint+1**

**}**

**var myNextint = nextNumber(myint)**

**console.log(myNextint)**

**Input--------- Output**

nextNumber(0) ➞ 1

nextNumber(9) ➞ 10

nextNumber(-3) ➞ -2

**6.Create a function that takes an array and returns the first element.**

**var arr = [1, 2, 3];**

**function getFirstElement(arr) {**

**return arr[0]**

**}**

**var data = getFirstElement(arr)**

**console.log(data)**

**Input---🡪 Ouput**

getFirstElement([1, 2, 3]) ➞ 1

getFirstElement([80, 5, 100]) ➞ 80

getFirstElement([-500, 0, 50]) ➞ -500

**7.Write a function that converts hours into seconds.**

**var arr = [1, 2, 3];**

**function hourToSeconds(arr) {**

**for(i=0;i<arr.length;i++){**

**arr[i] = 3600\*arr[i];**

**}**

**return arr**

**}**

**var data = hourToSeconds(arr)**

**console.log(data)**

**Input--🡪 Output**

hourToSeconds(2) ➞ 7200

hourToSeconds(10) ➞ 36000

hourToSeconds(24) ➞ 86400

**8.Find the maximum number in an array of numbers**

**function findMax(ar)**

**{**

**return Math.max(...ar)**

**}**

**var ar = [-5, 10, -3, 12, -9, 5, 90, 0, 1];**

**var max = findMax(ar);**

**console.log(max);**

**Output:**

90

**9.Reverse a string**

**var s = reverseString("JavaScript");**

**function reverseString(s)**

**{**

**return s.split("").reverse().join("")**

**}**

**console.log(s);**

##### Output:

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**10.Return an array, where the first element is the count of positives numbers and the second element is sum of negative numbers.**

**var arr = [-5, 10, -3, 12, -9, 5, 90, 0, 1];**

**var ar2 = function countPositivesSumNegatives(arr) {**

**let answer = []**

**let positiveSum = 0**

**let negativeSum = 0**

**if(arr && arr.length) {**

**for(let i = 0; i < arr.length; i++) {**

**if(arr[i] > 0) {**

**positiveSum += arr[i]**

**} else {**

**negativeSum += arr[i]**

**}**

**}**

**answer.push(positiveSum)**

**answer.push(negativeSum)**

**}**

**return answer**

**}**

**console.log(ar2(arr));**

##### Output:

[ 118, -17 ]