

SE Boot Camp Assignment 6

Create a JavaScript file (link it to an HTML file), and write code for below 3 tasks:

A.

Class Activity:

Create a function to check who the winner is:

There are two teams, Nets and Knicks. They compete against each other 3 times.

The team with the highest average score (the score should be at least 100) wins a trophy!

A draw only happens when both teams have the same score and both have a score greater or equal 100 points. Otherwise, no team wins the trophy.

Test data:

Data 1: Nets score 80, 82 and 100, Knicks score 80, 90 and 106

Data 2: Nets score 98, 110 and 101. Knicks score 108, 92 and 110

B.

Create a tip calculator function for whoever goes eating in a restaurant. Tip rule: tip 15% if the bill value is between 30 and 100. If the value is different, the tip is 20%.

Print a string to the console containing the bill value, the tip, and the final value (bill + tip).

Example: 'The bill was 275, the tip was 41.25, and the total value 316.25'

Hints: Try **not** to use an if/else statement.

TEST DATA: Test for bill values 285, 26 and 90

C.

Create 2 functions (Arrow Function Only) to convert temperature:

1. Create a function called `CovertCelsiusToFahrenheit`. When calling the function, pass a Celsius temperature value (argument) to the function, the function can convert it to Fahrenheit temperature. Log a message to console at the end. Eg: "NN°C is NN°F".

TEST DATA: 100°C 0°C 10°C

2. Create a function called `CovertFahrenheitToCelsius`. Convert Fahrenheit to celsius and log "NN°F is NN°C." to Console.

TEST DATA: 32°F 10°F 102°F