Data types

**DEADLINE:** 05/05/2020

## FOLDER STRUCTURE

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| FL13\_HW9/\*  └─ homework/\*  └─ index.html\*  └─ index.js\*  └─ .eslintrc.js | \* ­­­- required |

## TASK

Write all of the tasks inside index.js file

1. Write a function that converts the argument values. If it will be a string, convert it to number and wise versa. It should return an array of converted values.

convert('1', 2, 3, '4') // [1, '2', '3', 4]

2. Write function, which iterates over array and executes function on each element.

executeforEach([1,2,3], function(el) {console.log(el \* 2)}) // 2 4 6

3. Write function, which returns transformed array based on function, which passed as a second parameter (callback). If array contains a number as string, it should convert it and return as number. You’re allowed to change a body of that callback function if you need. Reuse function from task 2.

mapArray([2, '5', 8], function(el) {return el + 3}) // returns [5, 8, 11]

4. Write function, which returns filtered array based on function, which passed as a parameter. Reuse function from task 2.

filterArray([2, 5, 8], function(el) { return el % 2 === 0 })

// returns [2, 8]

5. Write a function that checks is array contains a passed as a parameter value and return true in this case. Reuse function from task 2.

containsValue([2, 5, 8], 2) // returns true

containsValue([12, 4, 6], 5) // returns false

6. Write a function that reverses the string value passed into it

flipOver('hey world') // 'dlrow yeh'

7. Write a function which creates an array from the given range of numbers

makeListFromRange([2, 7]) // [2, 3, 4, 5, 6, 7]

8. Write a function that accepts an array of object and returns new array of values by passed key name.

That function should not change the original array. Reuse function from task 2.

const fruits = [

{ name: ‘apple’, weight: 0.5 },

{ name: ‘pineapple’, weight: 2 }

];

getArrayOfKeys(fruits, ‘name’);

// returns [‘apple’, ‘pineapple’]

9. Write function *substitute()* that accepts an array of numbers and manages to replace all numbers lower than 20 and greater than 10 with '\*'. It should return a new array with numbers and '\*' instead of these numbers. Reuse function from task 3.

substitute([58, 14, 48, 12, 31, 19, 10]);

// returns [58, '\*', 48, '\*', 31, '\*', 10]

10. Write a function which returns a day number that was some amount of days ago from the passed date.

It should not change the given source date.

const date = new Date(2020, 0, 2);

getPastDay(date, 1); // 1, (1 Jan 2020)

getPastDay(date, 2); // 31, (31 Dec 2019)

getPastDay(date, 365); // 2, (2 Jan 2019)

11. Write a function that formats a date in such format "YYYY/MM/DD HH:mm".

formatDate(new Date('6/15/2019 09:15:00')) // "2018/06/15 09:15"

formatDate(new Date()) // "2020/04/07 12:56" // gets current local time

## RESTRICTIONS

* Using built–in array or object methods(besides *push*, *length* and date methods) is forbidden
* Using built–in string methods (except *parseInt*) is forbidden
* Using any external libraries is forbidden

## BEFORE SUBMIT

* Remove all unnecessary files that you might have included by mistake
* Verify that all functionality is implemented according to requirements
* Make sure you code is well-formatted, and validated via validator (w3org Markup Validation Service)
* Add comments if the code is difficult to understand
* Fix warnings/errors in the browser console
* Verify that the name of the folders and files meet the requirements
* Make sure there are no errors/warnings in the browser console
* Run the linter and fix all warnings and errors.

**HOW TO**

Use linter :

* In order to use npm package manager you should install nodejs (https://nodejs.org/ )
* Install eslint to check your code (npm install -g eslint)

- open a terminal(or cmd)

- run eslint (i.e. eslint ./js/task1.js)

Code should be without ‘errors’

## SUBMIT

* The folder should be uploaded to github repository '**FL-13**' into **master** branch

## USEFUL LINKS

* <https://developer.mozilla.org/uk/docs/Web/JavaScript/Reference/Global_Objects/Date>
* <https://developer.mozilla.org/uk/docs/Web/JavaScript/Reference/Global_Objects/Array/prototype>
* <https://developer.mozilla.org/uk/docs/Web/JavaScript/Reference/Global_Objects/Object/prototype>
* <https://developer.mozilla.org/uk/docs/Web/JavaScript/Reference/Global_Objects/String>