**Change the code to print even numbers**

cript.js

//You are allowed to modify only one character for (let num = 2; num <= 20; num += 1) {  
 console.log(num)  
}

**Ans:**

inp.on("close", () => {

for (let num = 2; num <= 20; num += 2) {

console.log(num)

}

});

##### Output:

2

4

6

8

10

12

14

16

18

20

2. Write a code to print the numbers in the array

**Output**: 1234567891011

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];var new\_string = “”;  
   
for (var i = 1; i < 11; i--) {  
 new\_string += numsArr[i]   
}console.log(new\_string);

Ans:

inp.on("close", () => {

// Write a code to print the numbers in the array

//Output: 1234567891011

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

//var new\_string;

//for (var i = 1; i < 11; i--) {

// new\_string += numsArr[i]

//}

console.log(numsArr.join(''));

});

##### Output:

1234567891011

3.

Write a code to add all the numbers in the array

Output: 66

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];for (var i = 0; i <=10; i++) {  
 var sum;  
 sum += numsArr[i]  
}  
console.log(sum);

Ans:

inp.on("close", () => {

var arr = [1,2,3,4,5,6,7,8,9,10,11]

var sum = 0;

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

sum += arr[i];

}

console.log(sum);

});

##### Output:

66

1. Check if String is a palindrome

inp.on("close", () => {

const arr = ['carecar', 'did', 'cannot'];

const isPalindrome = el => {

const str = String(el);

let i = 0;

let j = str.length - 1;

while(i < j) {

if(str[i] === str[j]) {

i++;

j--;

}

else {

return false;

}

}

return true;

};

const findPalindrome = arr => {

return arr.filter(el => isPalindrome(el));

};

console.log(findPalindrome(arr));

});

##### Output:

[ 'did' ]

5.

**//Square of a number**

const readline = require("readline");

const inp = readline.createInterface({

input: process.stdin

});

const userInput = [];

inp.on("line", (data) => {

userInput.push(data);

});

inp.on("close", () => {

var A = +userInput[0];

var C = A\*A;

console.log(C);

});

* [OUTPUT](https://www.guvi.in/ide#output)

##### Output:

4

1. //Addition of 3 numbers

const readline = require("readline");

const inp = readline.createInterface({

input: process.stdin

});

const userInput = [];

inp.on("line", (data) => {

userInput.push(data);

});

//Addition of 3 numbers

inp.on("close", () => {

var A = +userInput[0];

var B = +userInput[1];

var C = +userInput[2];

var D = A+B+C;

console.log(D);

});

* [INPUT](https://www.guvi.in/ide#input)

2

4

1

##### Output:

7

1. //The area of the triangle is: A = 1/2 (b × h)

const readline = require("readline");

const inp = readline.createInterface({

input: process.stdin

});

const userInput = [];

inp.on("line", (data) => {

userInput.push(data);

});

//The area of the triangle is: A = 1/2 (b × h)

inp.on("close", () => {

var B = +userInput[0];

var H = +userInput[1];

var Area = (1/2)\*(B\*H);

console.log(Area);

});

Input

2

4

##### Output:

4

1. //Given their radius of a circle and find its diameter, circumference and area.

const readline = require("readline");

const inp = readline.createInterface({

input: process.stdin

});

const userInput = [];

inp.on("line", (data) => {

userInput.push(data);

});

//Given their radius of a circle and find its diameter, circumference and area.

inp.on("close", () => {

var R = +userInput[0];

var D,C,A;

D = 2\*R;

C = (2\*3.14\*R);

A = 3.14\*R\*R;

console.log(D);

console.log(C);

console.log(A);

});

Input

2

##### Output:

4

12.56

12.56

1. //Calculate area of an equilateral triangle

inp.on("close", () => {

var A = +userInput[0];

var Area = (Math.sqrt(3)/4)\*A\*A;

console.log(Area);

});

Input

2

##### Output:

1.7320508075688772

1. // Volume Of Sphere V=4/3πr3

inp.on("close", () => {

var R = +userInput[0];

var Volume = (4/3)\*3.14\*R\*R\*R;

console.log(Volume);

});

Input

2

##### Output:

33.49333333333333

1. // Given two numbers and perform all arithmetic operations.

inp.on("close", () => {

var a = +userInput[0];

var b = +userInput[1];

var Add = a+b;

var Sub = a-b;

var mul = a\*b;

var div = a/b;

console.log(Add);

console.log(Sub);

console.log(mul);

console.log(div);

});

Input

2

4

##### Output:

6

-2

8

0.5