Module 1 - Front-End Web Development

JavaScript - Everything

Overview

In this exercise you will create loops with various logic included.
You will be required to use everything you have learned up until now. These exercises are meant to stretch your skills in JavaScript. The more you use AI unethically, the more you limit yourself.
Before submitting the task, you must get the approval of your lecturer if the code is up to standard.
You will also have to explain your code when asked

Instructions:

// TODO: Create a function called sum. The function will take in a parameter and calculate all the numbers from 0 -> the parameter. You must check if the parameter is an integer first before any calculation is made. If the parameter is not a number, return a message stating, "The value passed is not a number". You are NOT allowed to use methods(!Number.isInteger(n)) or regular expressions(.match(/cat/g)). Make sure to test your code effectively.

// TODO: Create a function called 'factorial' that takes in a number as a parameter. The function will print the factorial of the entered number, e.g. factorial(4) -> 4*3*2*1 //output 24

// TODO: Create a function called funkyMath . If this function is called with 2 arguments the function will subtract the first from the second. If the function is called with 3 arguments it will add all 3 numbers together. If the function is called with 4 arguments it will add together argument 1 and 2 , 3 and 4 separately. Then divide them accordingly, eg funkyMath(8,2,3,5) -> 8+2 divided by 3+5 -> 10/8 //output 1,25

// TODO: Create a loop that will remove all the odd numbers from the array and add them to a new array. Use the current array [1, 2 , 33, 45, 6,44].
Bonus: Make sure to arrange them from smallest to biggest.()

// TODO: Create an object called 'me' with properties of first name, last name, age, favourite colour, dream car

// TODO: Create and add a new property and value of 'favourite food' to the object.

// TODO: . Now delete the age property from the object.

Submission:

After completing your code, upload your files to the LMS.