1. Write a function that takes the base and height of a triangle and return its area.

```
cript.js > ...
function area(a,b){
    return((a*b)/2)
}
let num = area(3,2)
console.log(`area is ${num}`)
```

```
[Running] node "c:\Users\HP\De
area is 3
```

2. Write a function that returns the string "something" joined with a space " " and the given argument a.

```
function returnme(a){
    return(`something  ${a}`)
}
let returning_value = returnme('is better than nothing')
console.log(returning_value)
```

```
[Running] node "c:\Users\HP\Desktop\ISA\workshop
something  is better than nothing
```

3. You are counting points for a basketball game, given the amount of 2-pointers scored and 3-pointers scored, find the final points for the team and return that value.

```
function sum(point2, point3){
    return(point2*2 + point3*3)
}
let total_sum = sum(1,1)
console.log(total_sum)
```

```
[Running] node "c:\Users\HP\D
5
```

4. Given two numbers, return true if the sum of both numbers is less than 100. Otherwise return false.

```
function lessormore(a,b){
    if((a+b)<100){
        return true
    }
    else
    return false
}

let num_check = lessormore(22,15)
console.log(num_check)
```

```
[Running] node "c:\Users\HP\Desktop\ISA\wo
true
```

5. Create a function that takes a number as an argument. Add up all the numbers from 1 to the number you passed to the function.

```
sum = 0;
function sum_up(a){
    while(a != 0){
        sum = sum + a;
        a--;
    }
    return sum

}
let total_sum = sum_up(4)
console.log(total_sum)
```

```
[Running] node "c:\Users\H
10
```

6. Create a function that determines whether a number is Oddish or Evenish. A number is Oddish if the sum of all of its digits is odd, and a number is Evenish if the sum of all of its digits is even. If a number is Oddish, return "Oddish". Otherwise, return "Evenish".

```
sum = 0;
function checknum(a){
    for(i=0; i <a; i++){
        num = a % 10;
        sum = sum + num
        a = a/10
    }
    if(sum%2 ==0){
        return('evenish')
    }
    else
    return('oddish')
}
let thrownum = checknum(60)
console.log(thrownum)
```

```
[Running] node "c:\User
evenish
```

7. Create a function that returns true if there's at least one prime number in the given range (n1 to n2 (inclusive)), false otherwise.

```
function checkprime(a, b) {
    for (let i = a; i <= b; i++) {
      let remainder = 0;
      for (let j = 2; j < i; j++) {
        if (i % j == 0) {
          remainder = 1;
          break;
        }
      }
      if (i <= 1 || remainder ==0) {
        return true;
      }
    }
    return false;
  }

  let num = checkprime(8,10);
  console.log(num);
```

```
[Running] node "c:\Users\HP\Desktop\ISA\work
false
```

8. Write a function that mimics (without the use of <<) the left shift operator and returns the result from the two given integers.

```
function shifter(x,y){
    return(x*(Math.pow(2,y)))
}
let sum = shifter(5,2)
console.log(`sum is ${sum}`)
```

```
[Running] node "c:
sum is 20
```

9. Create a function that returns a base-2 (binary) representation of a base-10 (decimal) string number. To convert is simple: ((2) means base-2 and (10) means base-10

```
function binary(a) {
    let list1 = [];
    let remainder = 0;
    while (a > 0) {
      remainder = a % 2;
      list1.push(remainder);
      a = Math.floor(a / 2);
    }
    return list1.reverse();
  }

  let number = binary(10);
  console.log(number);
```

```
[Running] node "c:
[ 1, 0, 1, 0 ]
```