<http://repl.it/bmO/6> <http://repl.it/cYd>

Fizz Buzz Connections Expressions / evaluates

<http://repl.it/bmO/8> <http://repl.it/cYj>

Fizz Buzz Conn truth : false.

<http://repl.it/bs7/3> <http://repl.it/cYn/1>

else if ternary operator

<http://repl.it/bs7/4> <http://repl.it/c0B>

variables & if array elements Sect6

<http://repl.it/bs7/5> <http://repl.it/c0D/1>

dayNumber long way array console…

<http://repl.it/bs7/6> <http://repl.it/c0J/1>

dayNumber easier way array changes

<http://repl.it/bs7/7> <http://repl.it/c0M/1>

fizzbuzz working array length – 1 position

<http://repl.it/bmO/9> <http://repl.it/c0N>

Goodbye Alice indexing

<http://repl.it/bmO/10> <http://repl.it/c0T/1>

myString .push & .pop

<http://repl.it/bmO/16> <http://repl.it/agR/156>

loop, lists checkerboard excercise

<http://repl.it/bmO/12> <http://repl.it/c89>

loop counter Sect 3, 3.1

<http://repl.it/bs7/9> <http://repl.it/c8b>

Fizzbuzz with counter…. More work to be done sect 3.1.2 excercises

<http://repl.it/cZE> <http://repl.it/9lT/38>

FizzBuzz finished sect 3. Null excercise

<http://repl.it/bs7/12> <http://repl.it/dI1/12>

Today Hot/Not iterating arrays 6.2

<http://repl.it/bs7/20> <http://repl.it/dMo/6>

RPS Tester RockPaperScissors

<http://repl.it/cC3/1> <http://repl.it/cnq>

function RPS Matt Swann

<http://repl.it/cK6> <http://repl.it/bJM/2>

function 2 function averages

<http://repl.it/cK9> <http://repl.it/coc>

function “name” – hopefully correct…… RPS Code Academy

<http://repl.it/cKd> <http://repl.it/dHc/2>

function – areBothEven Convert Fahr to Cel

<http://repl.it/cP4/2> <http://repl.it/cP4/3>

function - hot or not . Tenery version if version

<http://repl.it/cP7> <http://repl.it/dIc/3>

function null – (not working) map array, square array 6.2

<http://repl.it/cP9> <http://repl.it/dNP/1>

tic tac toe…. Associative Arrays

<http://repl.it/cPb> <http://repl.it/dNX>

tic tac toe…… shortcut final version adding to assoc arrays

<http://repl.it/cPg>

function – totalUp

<http://repl.it/cPg/1>

function - getLargest