

1. Implement a function `invokeAfterDelay` that yields a promise, invoking a given function after a given delay. Demonstrate by yielding a promise for a random number between 0 and 1. Print the result on the console when it is available.

2. Invoke the `produceRandomAfterDelay` function from the preceding exercise twice and print the sum once the summands are available.

3. Write a loop that invokes the `produceRandomAfterDelay` function from the preceding exercises `n` times and prints the sum once the summands are available.

1. Write a function `values(f, low, high)` that yields an array of function values `[f(low), f(low + 1), . . . , f(high)]`.

2. The `sort` method for arrays can take an argument that is a comparison function with two parameters—say, `x` and `y`. The function returns a negative integer if `x` should come before `y`, zero if `x` and `y` are indistinguishable, and a positive integer if `x` should come after `y`. Write calls, using arrow functions, that sort:

- An array of positive integers by decreasing order
- An array of people by increasing age
- An array of strings by increasing length

3. Write a function `average` that computes the average of an arbitrary sequence of numbers, using a **rest parameter**.

READ REST PARAMETER BEFORE THIS CHALLENGE!!!

1. Implement a comparison function that compares two strings by their Unicode code points, **NOT** their UTF-16 code units.

READ UTF-16 and encoding before this challenge!!!

1. Write a function that converts a `Date` object into an object with properties `year`, `month`, `day`, `weekday`, `hours`, `minutes`, `seconds`, `millis`.

2. Write a function that determines how many hours a user is away from UTC.

READ DATE OBJECT BEFORE THIS!!!

HARD CHALLENGE 🤖

Implement a function `createPoint` that creates a point in the plane with a given `x` and `y` coordinates. Provide methods `getX`, `getY`, `translate`, and `scale`. The `translate` method moves the point by a given amount in `x` and `y` direction. The `scale` method scales both coordinates by a given factor.

HINT:

Like this:

```
const employeePrototype = {
  raiseSalary: function(percent) {
    this.salary *= 1 + percent / 100
  }
}
```

```
}  
}
```

```
function createEmployee(name, salary) {  
  return {  
    name: name,  
    salary: salary,  
    raiseSalary: function(percent) {  
      this.salary *= 1 + percent / 100  
    }  
  }  
}
```