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Programming & OOP

1.

```
function combineWords(word1, word2) {  
  let result = "";  
  let len1 = word1.length;  
  let len2 = word2.length;  
  let max_length = Math.max(len1, len2);  
  for (let i = 0; i < max_length; i++) {  
    result += (word1[i] || "") + (word2[i] || "");  
  }  
  console.log(result);  
}  
  
combineWords("Ahmed is", "Amazing");  
combineWords("SCE WORD", "ERT");  
combineWords("IEEE ManCSC", "Backend Committee");
```

2.

In OOP, which of the following is the conceptual framework that outlines the characteristics and actions of a particular entity?

b. Class

HTTP & Network

I use the browser to type <https://youtube.com> and hit enter. The YouTube page starts loading.

Regarding this statement

- Identify the server, the client and the end-user. Explain the difference between them.
- Mention the HTTP method used in this example and suggest an appropriate status code.

The server is a device that is used to accept the requests of the user and send a respond (in this example it is youtube server or you can say google)

The client is the software that initiate a request

In this example it is the browser

the end-user is the person that used the browser send a request to the server and waiting for the respond

In this example the end-user is the person who types in the browser the url <https://youtube.com>

HTTP Method is **GET**

the appropriate status here is 200

and it means ok or the request is succeeded

Database Code

```
SELECT name, phone, email
```

```
From table_name
```

```
Where age >= 20
```