

## JS (Part 7)

### Practice Solutions

#### Ans 1

```
const arrayAverage = (arr) => {  
  let total = 0;  
  for (let number of arr) {  
    total += number;  
  }  
  return total / arr.length;  
};  
  
let arr = [1, 2, 3, 4, 5, 6];  
console.log(arrayAverage(arr));
```

#### Ans 2

```
let num = 4;  
  
const isEven = (num) => num % 2 == 0;
```

#### Ans 3

After a delay of 1 second, undefined is logged to the console.

While the `setTimeout()` function uses the `object.logMessage` as a callback, still, it invokes `object.logMessage` as a regular function, rather than a method.

And during a regular function invocation ***this*** equals the global object, which is a window in the case of the browser environment.

That's why `console.log(this.message)` inside `logMessage` method logs `window.message`, which is undefined.

#### Ans 4

'Hello, World!' is logged to the console.

`object.getMessage()` is a method invocation, that's why ***this*** inside the method equals `object`.

There's also a variable declaration `const message = 'Hello, Earth!'` inside the method. The variable doesn't influence the value of `this.message`.