**Name: \_\_\_\_\_\_\_\_\_\_\_\_ Session: \_\_\_\_\_\_**

**Programming II**

**Lab Exercise 5.29.2025**

Write the following as Console Applications. When you have completed these programs, put them in your Turn-In folder.

1. **To the Power of \_\_\_\_\_**

Create a function that takes a base number and an exponent number and returns the calculation.

**Examples**

СalculateExponent(5, 5) ➞ 3125

СalculateExponent(10, 10) ➞ 10000000000

СalculateExponent(3, 3) ➞ 27

**Notes**

* All test inputs will be positive integers.
* Don't forget to return the result.
* **Do not use the pow method**

1. **Shuffle the Name**

Create a function that accepts a string (of a person's first and last name) and returns a string with the first and last name swapped.

**Examples**

NameShuffle("John Smith") ➞ "Smith John"

NameShuffle("John Adams") ➞ "Adams John"

NameShuffle("Alice Charmer") ➞ "Charmer Alice"

**Notes**

* There will be exactly one space between the first and last name.

## H4ck3r Sp34k

Create a function that takes a string as an argument and returns a coded (h4ck3r 5p34k) version of the string.

**Examples**

HackerSpeak("javascript is cool") ➞ "j4v45cr1pt 15 c00l"

HackerSpeak("programming is fun") ➞ "pr0gr4mm1ng 15 fun"

HackerSpeak("become a coder") ➞ "b3c0m3 4 c0d3r"

Notes

In order to work properly, the function should replace all "a"s with 4, "e"s with 3, "i"s with 1, "o"s with 0, and "s"s with 5.

1. **Basketball Points**

You are counting points for a basketball game, given the amount of 3-pointers scored and 2-pointers scored, write a function to find the final points for the team and return that value ([2 -pointers scored, 3-pointers scored]).

Examples

points(1, 1) ➞ 5

points(7, 5) ➞ 29

points(38, 8) ➞ 100

1. **Football Points**

Create a function that takes the number of wins, draws and losses and calculates the number of points a football team has obtained so far.

wins get 3 points

draws get 1 point

losses get 0 points

Examples

FootballPoints(3, 4, 2) ➞ 13

FootballPoints(5, 0, 2) ➞ 15

FootballPoints(0, 0, 1) ➞ 0