Textual RPG

Callback functions

Exercise 1: Apply Level Upgrade

- **Task:** Write a function that accepts a player object and a callback function. The callback function should upgrade the player's level. Then print the updated player object.
- **Inputs:** A player object and a callback function.
- **Example:**
  - Input:
    - Player: `{ name: "Player 1", level: 5 }`
    - Callback: `upgradeLevel(level)`
  - Output: `{ name: "Player 1", level: 6 }`

Exercise 2: Check if Player Has Enough Health

- **Task:** Write a function that accepts a player object and a callback function. The callback function should check if the player has enough health to proceed to the next level. If they do, print the player's object.
- **Inputs:** A player object and a callback function.
- **Example:**
  - Input:
    - Player: `{ name: "Player 2", health: 80 }`
    - Callback: `isHealthy(health, minHealth)`
  - Output: `{ name: "Player 2", health: 80 }`

Exercise 3: Add Bonus Points to Player Score

- **Task:** Write a function that accepts a player object and a callback function. The callback function should add bonus points to the player's score. Then print the updated player object.
- **Inputs:** A player object and a callback function.
- **Example:**
  - Input:
    - Player: `{ name: "Player 3", score: 100 }`
    - Callback: `addBonusPoints(score)`

- Output: `{ name: "Player 3", score: 120 }`

Exercise 4: Reverse Player Name

- **Task:** Write a function that accepts a player object and a callback function. The callback function should reverse the characters in the player's name and then print the modified player object.
- **Inputs:** A player object and a callback function.
- **Example:**
  - Input:
    - Player: `{ name: "Player 4", score: 90 }`
    - Callback: `reversePlayerName(name)`
  - Output: `{ name: "4 reyalP", score: 90 }`