# **Travel Planner**

## Callback functions

#### **Exercise 1: Apply Destination Upgrade**

- Task: Write a function that accepts a destination object and a callback function. The
  callback function should upgrade the destination's level. Then print the updated destination
  object.
- Inputs: A destination object and a callback function.
- Example:
  - Input:

```
Destination: { name: "Destination 1", level: 2 }Callback: upgradeLevel(level)Output: { name: "Destination 1", level: 3 }
```

#### **Exercise 2: Check if Destination Has Enough Facilities**

- **Task:** Write a function that accepts a destination object and a callback function. The callback function should check if the destination has enough facilities for the planned activities. If it does, print the destination object.
- Inputs: A destination object and a callback function.
- Example:
  - Input:
    - Destination:

### **Exercise 3: Add Extra Days to Destination Stay**

- Task: Write a function that accepts a destination object and a callback function. The
  callback function should add extra days to the destination's stay duration. Then print the
  updated destination object.
- Inputs: A destination object and a callback function.
- Example:
  - o Input:

```
Destination: { name: "Destination 3", stayDuration: 7 }Callback: addExtraDays(stayDuration, extraDays)Output: { name: "Destination 3", stayDuration: 9 }
```

#### **Exercise 4: Reverse Destination Name**

- Task: Write a function that accepts a destination object and a callback function. The
  callback function should reverse the characters in the destination's name and then print the
  modified destination object.
- Inputs: A destination object and a callback function.
- Example:
  - Input:
    - Destination: { name: "Destination 4", stayDuration: 5 }
    - Callback: reverseDestinationName(name)
  - o Output: { name: "4 noitartsneD", stayDuration: 5 }