

# Practice **Utilize Arrays to Model Aggregate Data**



## Practices

- Create an object
- Calculate the average marks of the class
- Calculate the number of students whose marks  $\geq 40$
- Sort the given marks in the ascending order

# Points to Remember

- Declare an array using an array literal.
- Declare an array using the `const` keyword and not the `let` keyword.
- Declare for loop variables within the loop statement and not outside the loop.
- Use the JavaScript debugging panel in DevTools to debug the code and rectify the error.
- Ensure the code is well indented and well commented and follows the JavaScript naming conventions for naming variables and constants.



# PRACTICE

## Practice 1: Create an Object

The administration of Grey River University wants to keep a record of all the students who have joined in their freshman year. To track the record of all their students' basic information, the University wants to develop a program.

Write a JavaScript program to create an object called student that has the following properties: firstName, lastName, age, email, phoneNum, and address.



# Practice 1

- The solution for this practice should be written inside **p1-submission.js** located inside **p1-create-object** folder.
- Declare and initialize an object called student with the following properties: firstName, lastName, age, email, phoneNum, and address.
- Display each property value in the format given below:

```
firstName: John  
lastName: Britto  
age: 15  
email: john@gmail.com  
phoneNum: 258963654  
address: Park Avenue, New York
```



An illustration of a woman with dark hair and glasses, wearing a red top, and a man with brown hair and glasses, wearing an orange top. They are sitting at a desk with a large blue computer monitor. The woman is holding a yellow clipboard. On the desk, there is a coffee cup, a pencil, and some papers. The background is light green with some abstract shapes and a large green leaf on the right.

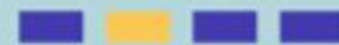
## PRACTICE

### **Practice 2: Calculate the Average Marks of the Class**

A professor at Grey River University wants to calculate the average marks scored in geography by the students in their freshman year.

You need to write a JavaScript program to calculate the average marks of the class.

Note: Steps to do this practice are given in the upcoming slide.



# Practice 2: Tasks

- The solution for this practice should be written inside **p2-submission.js** located inside **p2-average-marks** folder.
- Steps to perform this task:
  1. Declare and initialize an array of size 10 with some random marks ranging between 0 and 100.
  2. Initialize a sum variable with value 0.
  3. Using a *for* loop, traverse the array and calculate the sum with each value traversed.
  4. Calculate the average marks.  
$$\text{averageMarks} = \text{sum} / 10;$$
  5. Return the average marks.



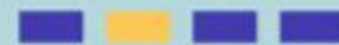
## PRACTICE

### Practice 3: Count of Students With Marks $\geq 40$

A team of recruiters from an MNC has conducted a written test for college placements at Grey River University. They want to calculate the number of students who got Marks  $\geq 40$ .

Write a JavaScript program to calculate the count.

Note: Steps to do this practice are given in the upcoming slide.





# Practice 3: Tasks

- The solution for this practice should be written inside **p3-submission.js** located inside **p3-count-students** folder.
- Steps to perform this task:
  1. Declare and initialize an array of size 10 with some random marks ranging between 0 and 100.
  2. Initialize a count variable with value 0.
  3. Using a for loop, traverse the array and check whether each value traversed is greater or equal to 40.
  4. Increment the count if the condition evaluates to be true.
  5. Return the count after the loop terminates.

## PRACTICE

### Practice 4: Sort Marks in Ascending Order

The team of recruiters want to sort the marks scored by the students at Grey River University in ascending order. This will help them shortlist the qualified students easily.

You need to write a JavaScript program to sort the given marks in ascending order.

Note: Steps to do this practice are given in the upcoming slide.





# Practice 4

- The solution for this practice should be written inside **p4-submission.js** located inside **p4-sort-marks** folder.
- Declare and initialize an array of size 10 with some random marks ranging between 0 and 100.
- Use the bubble sort technique to sort the array values.
  - Bubble sort is a sorting algorithm that compares two adjacent elements and swaps them until they are not in the intended order.
- Use nested loops to sort the list using bubble sort.
- Return the sorted array.

**Note:** Steps for Bubble sort are given in the upcoming slide.

# Bubble Sort Steps

- Step 1: Let the first number be the current number in the list.
- Step 2: Compare the current number with the next number.
- Step 3: If the next number is smaller than the current number, then swap the next number and the current number. (Else do not swap)
- Step 4: Move to the next number in the list and make this number as the current number.
- Step 5: Repeat starting from step 2 to step 4 until the last number in the list has been reached.
- Step 6: Repeat starting from step 1 to step 5 till all the values are in the ascending order