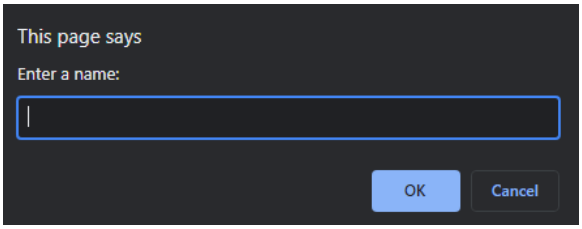
Week 2 – Project
Functions

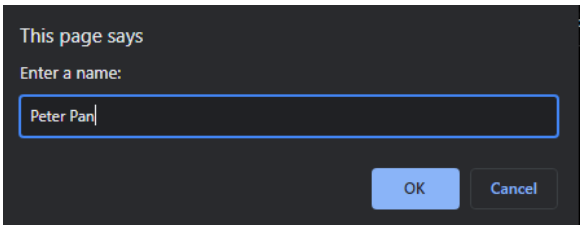
a) *(10 points) Function that takes parameter*

Write a function, called it ***greeting(),*** so that it takes a parameter and console a greeting. When the program is ran, it takes a name from the user and use the input as the parameter to function ***greeting().*** The function should console the greeting using the user's name.

Template

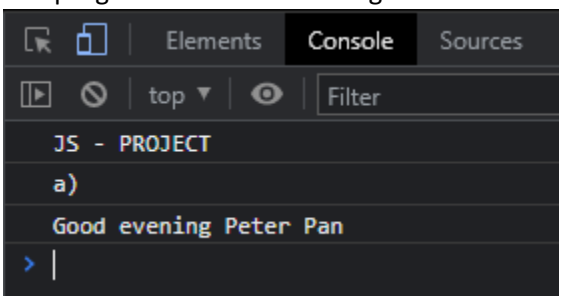


Prompt window asks the user to enter a name



If user types and enters Peter Pan

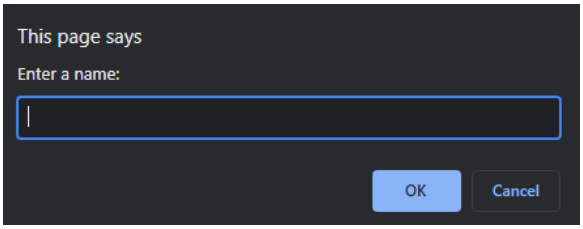
The program consoles a message as:



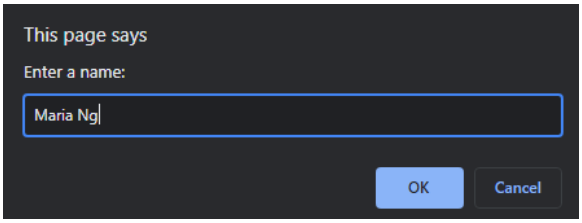
b) *(20 points) Function that takes parameters*

For this exercise, create a function called ***checkName()*** that handles situation that happens if the user clicks cancel on the prompt, or does not enter text in the prompt. If the user does one of those two actions, have the ***checkName()*** function to log to the console a message "You didn't write a name!". Otherwise, have the console log *Welcome _____ to the class!*

Template

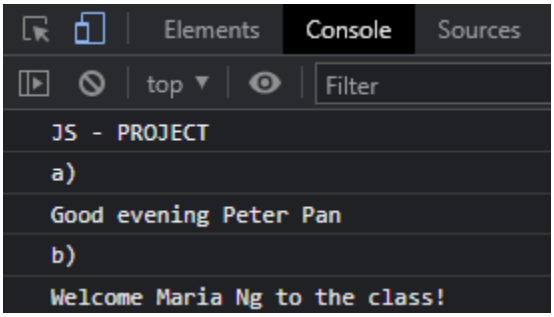


Prompt window asks the user to enter a name

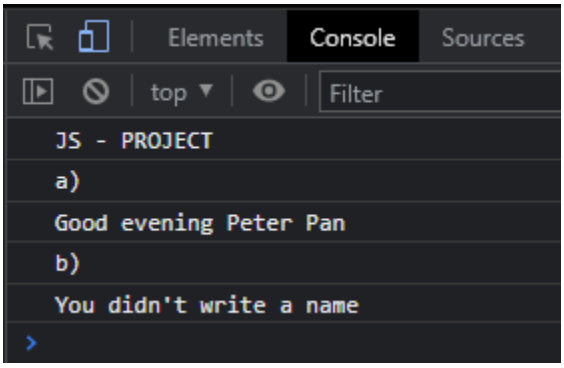


If user types and enters Maria Ng

The program console a message as:



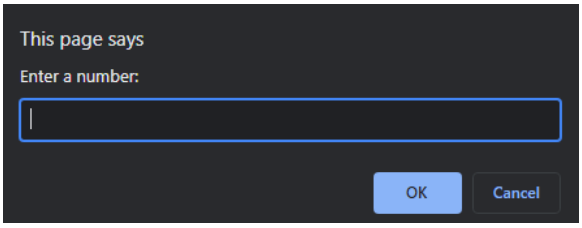
On the other hand, if the program is ran again and the user do not type a name and click OK or Cancel, the program consoles a message as:

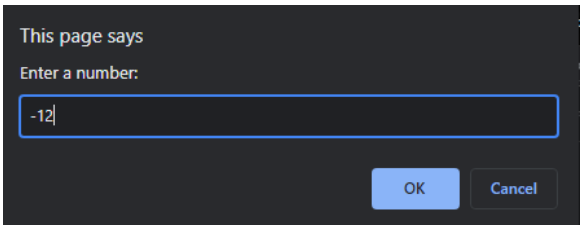


c) *(10 points) Function that takes parameters and returns values*

Now, write a program that takes a number from the user and pass it to function ***checkNum()***. Function ***checkNum()*** checks if user entered a number and return a *true*. Otherwise, ***checkNum()*** returns a *false.*

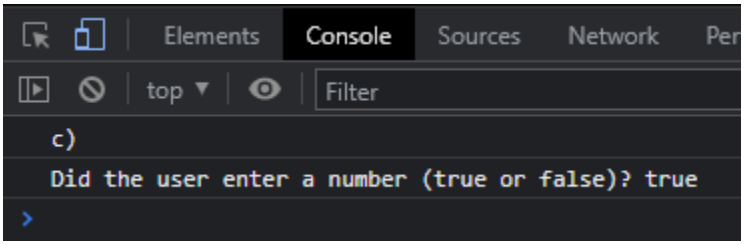
Template



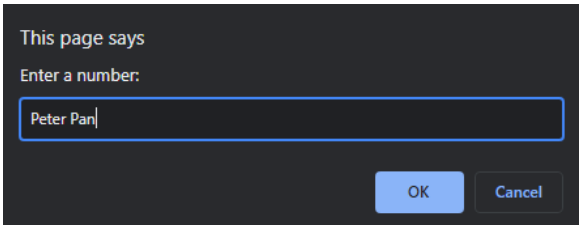


If the user types and enters a number, for example -12

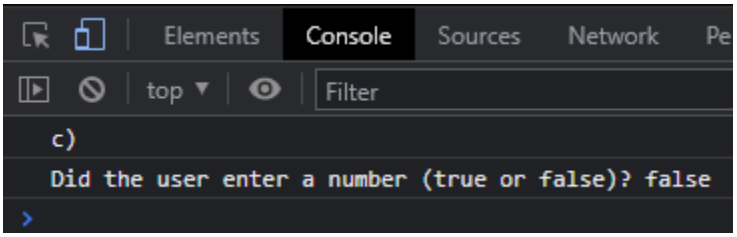
The program consoles a message as:



On the other hand, if the program is ran again and the user types and enters Peter Pan,



The program consoles a message as:



d) *(Extra - 25 points) Function that takes parameters*

Write a program that simulates a ticket purchase using function ***lottery()***. The program asks the user how many games the user wants to purchase and passes the number as the parameters of function ***lottery().*** Function ***lottery()*** randomly generates five, numbers between 0 and 99, per game and console the numbers per game.