

Activity 1:

Take this code and turn it into arrow function syntax:

```
function factorial (n) {  
  if ((n === 0) || (n === 1)) {  
    return 1;  
  } else {  
    return (n * factorial(n-1));  
  }  
}  
  
console.log(factorial(33));
```

JS

Activity 2:

JS

Edit the below snippet to include **two** parameters and a running order count updated when the function is called:

```
let orderCount = 0;

const takeOrder = (topping) => {
  console.log(`Pizza with ${topping}`);
  orderCount++;
}

takeOrder("pineapple");
```

Activity 3:

Cash machine time!

Let's create one that:

> Dispenses cash **if** your pin number is correct and your balance is equal to, or more than, the amount you're trying to withdraw!

Be Creative

JS