

max: Write a function max that accepts three number arguments. max should return largest number of the three.

addUnknown: write a function named addUnknown that takes up to 5 arguments and adds them together

evenOrOdd: Write a function that accepts a number as an argument. return the string 'even' if it is an even number and 'odd' if it is an odd number

operator: Write a function named operator that accepts three number arguments. operator should:

return 'plus' if the first two numbers equal the third

return 'minus' if the first number minus the second equals the third

return 'multiply' if the first two numbers multiplied together equals the third

return 'divide' if the first number divided by the second equals the third

return null if none are true

```
// operator(2, 2, 4); // => plus
```

```
// operator(40, 30, 10); // => minus
```

```
// operator(8, 8, 64); // => multiply
```

```
// operator(100, 10, 10); // => divide
```

```
// operator(12, 10, 22); // => null
```