## GAMICA JAVASCRIPT APPLICATION DEVELOPMENT (2019)



1). Given the following data: let videos = ["pass", "fail", "pass", "pass", "fail", "pass"];

Given the above data, implementation a function is EveryOne Passed() which returns true if everyone in the given data has been passed. Implement this function 3 times with different strategies.

2). Given a string sentence, convert each word into its ASCII code.

## Example>

When given "GAMICA" as a string word should be processed as 71-65-77-73-67-65

- 3). Given an array of numbers, get the highest odd number let data = [10, 11,24, 29, 9, 65, 77, 20, 22];
- 4). Given the two dimensional array, transpose the following array let data = [ [1,2,3], [4,5,6], [7,8,9] ]
- 5). <u>Alphametics</u> is a puzzle where letters in words are replaced with numbers.(Using ASCHII codes)

For example SEND + MORE = MONEY:

```
S E N D

M O R E +
------
M O N E Y
```

Replacing these with valid numbers using ACHII codes gives:

Implement the Alaphametic on the following data.

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Write a JS to get the result of the addition of this two words.