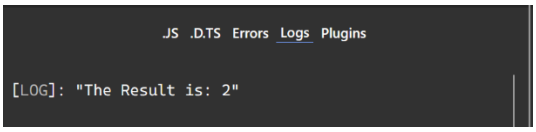
EXERCISE2:

Question1:

```
let divideByTwo=(source:number):number=>{
    return source/2;
}
console.log("The Result is: "+divideByTwo(4));
```



Question2:

```
let checkVowel=(data:string):boolean =>{
    let vow=["a","e","i","o","u","A","E","I","O","U"];
    for(var val in vow){
        if(vow[val]==data)
        return true;
    }
    return false;
}
function verify(data:string){
    if(checkVowel(data)==true)
    console.log("It is a vowel");
    else
    console.log("It is not a vowel");
}
verify("U");
verify("i")
verify("l");
```

Question3:

```
function prodBill(custName:string,...products:number[]){
console.log("The Customer Name is: "+custName);
let val:number=0;
for(var i in products){
    val+=products[i];
}
```

```
console.log("The Total Price of Pruchased products is: "+val);
}
prodBill("sruthi",10,20,30);
prodBill("mandalapu",36,36,2,7,90);
```

```
JS .D.TS Errors Logs Plugins

[LOG]: "The Customer Name is: sruthi"
[LOG]: "The Total Price of Pruchased products is: 60"
[LOG]: "The Customer Name is: mandalapu"
[LOG]: "The Total Price of Pruchased products is: 171"
```

Question4:

```
function stdInfo(stdName:string,...scores:number[]){
    console.log("The name of the student is: "+stdName);
    let val:number=0;
    for(var i in scores){
        val+=scores[i];
    }
    console.log("The total marks of the student is: "+val);
    console.log("The average marks of the stduent is: "+val/scores.length);
}
stdInfo("sruthi",90,80,78,89,74);
stdInfo("aari",40,67,45,27);
```

```
JS .D.TS Errors Logs Plugins

[LOG]: "The name of the student is: sruthi"
[LOG]: "The total marks of the student is: 411"
[LOG]: "The average marks of the stduent is: 82.2"
[LOG]: "The name of the student is: aari"
[LOG]: "The total marks of the student is: 179"
[LOG]: "The average marks of the stduent is: 44.75"
```

Question5:

```
interface IceCream{
    icecreamFlavour:string;
    scoops:number;
}
```

Question6:

```
interface IceCream{
    icecreamFlavour:string;
    scoops:number;
```

```
}
let myIceCream:IceCream={icecreamFlavour:"chocolate",scoops:7};
console.log("The icecream flavour is: "+myIceCream.icecreamFlavour);
```

```
JS .D.TS Errors Logs Plugins

[LOG]: "The icecream flavour is: chocolate"
```

Question7:

```
interface IceCream{
    icecreamFlavour:string;
    scoops:number;
}
let myIceCream:IceCream={icecreamFlavour:"chocolate",scoops:2};
console.log("The icecream flavour is: "+myIceCream.icecreamFlavour);
let dessert:IceCream={icecreamFlavour:"strawberry",scoops:7};
function tooManyScoops(dessert:IceCream){
    if(dessert.scoops>=4)
    console.log("Too many scoops!");
    else
    console.log("Your order will ready soon!");
}
tooManyScoops(myIceCream);
tooManyScoops(dessert);
```

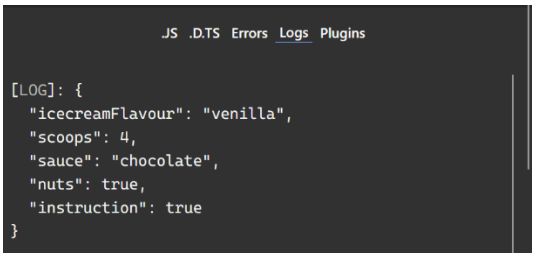
```
JS .D.TS Errors Logs Plugins

[LOG]: "The icecream flavour is: chocolate"
[LOG]: "Your order will ready soon!"
[LOG]: "Too many scoops!"
```

Question8:

```
interface IceCream{
    icecreamFlavour:string;
    scoops:number;
}
interface Sundae extends IceCream{
    sauce:string;
    nuts?:boolean;
    whippedCream?:boolean;
    instruction?:boolean;
}
```

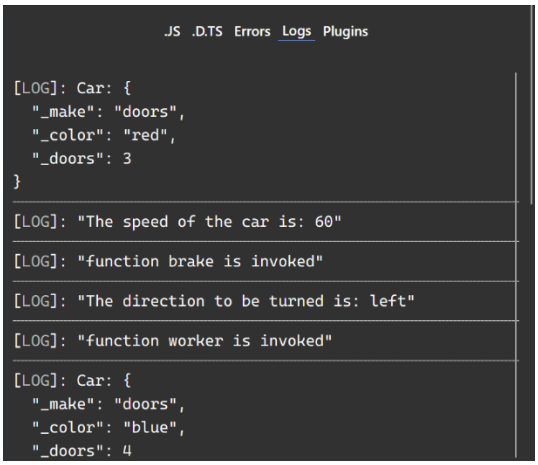
```
let
anotherIceCream:Sundae={icecreamFlavour:"venilla",scoops:4,sauce:"chocolate",nuts
:true,instruction:true};
console.log(anotherIceCream);
```

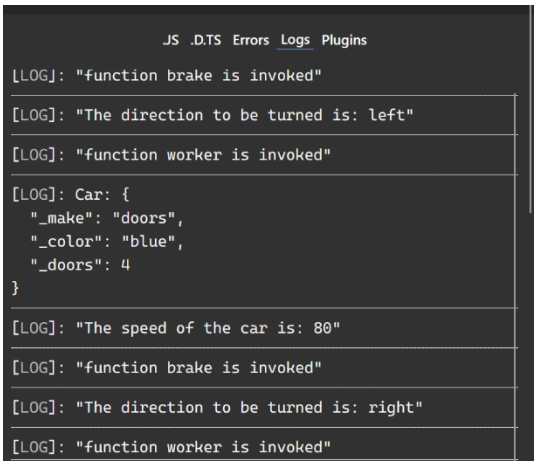


Question9:

```
class Car{
    _make:string;
    _color:string;
    _doors?:number;
    constructor(_make:string,_color:string,_doors?:number){
        this._make=_make;
        this._color=_color;
        if(_doors==undefined)
        this._doors=4;
        else
        this._doors=_doors;
    }
    accelerate(speed:number):string{
        return "The speed of the car is: "+speed;
    }
    brake():string{
        return "function brake is invoked";
    }
    turn(direction:'left'|'right'){
        return "The direction to be turned is: "+direction;
    }
    worker():string{
        return "function worker is invoked";
    }
}
let c1:Car=new Car("doors","red",3);
console.log(c1);
console.log(c1.accelerate(60));
console.log(c1.brake());
console.log(c1.turn("left"));
console.log(c1.worker());
```

```
let c2:Car=new Car("doors","blue");
console.log(c2);
console.log(c2.accelerate(80));
console.log(c2.brake());
console.log(c2.turn("right"));
console.log(c2.worker());
```





Question10:

```
class Car{
    _make:string;
    _color:string;
    _doors?:number=4;
    constructor(_make:string,_color:string,_doors?:number){
        this._make=_make;
        this._color=_color;
        this._doors=_doors;
    }
}
let myCar1:Car=new Car("doors","yash");
console.log("The color of car is: "+myCar1._color);
```