                  +-------------------------+  
                  ¦ 34 ¦ 21 ¦ 32 ¦ 41 ¦ 25  ¦  
                  +----+----+----+----+-----¦  
                  ¦ 14 ¦ 42 ¦ 43 ¦ 14 ¦ 31  ¦  
                  +----+----+----+----+-----¦  
                  ¦ 54 ¦ 45 ¦ 52 ¦ 42 ¦ 23  ¦  
                  +----+----+----+----+-----¦  
                  ¦ 33 ¦ 15 ¦ 51 ¦ 31 ¦ 35  ¦  
                  +----+----+----+----+-----¦  
                  ¦ 21 ¦ 52 ¦ 33 ¦ 13 ¦ 23  ¦  
                  +-------------------------+

1. Do you like treasure hunts? In this problem you are to write a program to explore the above array for a treasure. The values in the array are clues. Each cell contains an integer between 11 and 55; for each value the ten's digit represents the row number and the unit's digit represents the column number of the cell containing the next clue. Starting in the upper left corner (at 1,1), use the clues to guide your search of the array. (The first three clues are 11, 34, 42). The treasure is a cell whose value is the same as its coordinates. Your program should output the cells it visits during its search, and a message indicating where you found the treasure.
2. Create a math module
   1. Use Module Pattern with IIFE, Revealing Module Pattern or ES Modules
   2. The module should have 4 functions - add, subtract, multiply, divide.
   3. Add another method - repeat
   4. This function should repeat the last operation on he result of that operation
   5. ie. last operation: 2 + 2 = 4
   6. repeat should do 4 + 2 = 6
   7. or last operation 4 \* 5 = 20
   8. repeat should do 20 \* 5 = 100
   9. another repeat should do 100 \* 5 = 500

[**EXAM**] Create a bouncy simulator. Get board from ExampleInput.js.

Y – when bouncing ball gets in collision with it, redirect the ball to a random direction, other that it came from. After that Y turns into 0

X – border,

0 – fields, that the ball can travel through,

1 – bouncing ball

The program should show how the ball travels and bounces against the walls. Bouncing objects starts in any corner. Assume that 1 and Y positions may vary.

**[EXAM]** Implement: [https://en.wikipedia.org/wiki/Conway%27s\_Game\_of\_Life](https://en.wikipedia.org/wiki/Conway's_Game_of_Life)