1. **Biggie Size** - Given an array, write a function that changes all positive numbers in the array to the string "big".  Example: makeItBig([-1,3,5,-5]) returns that same array, changed to [-1, "big", "big", -5].

function biggieSize(arr){

for(var i = 0; i < arr.length; i++){

if(arr[i] > 0){

arr[i] = “big”;

}

}

Console.log(arr);

}

biggieSize([-1,3,5,-5]);

2. **Print Low, Return High** - Create a function that takes in an array of numbers.  The function should **print**the lowest value in the array, and **return**the highest value in the array.

function LowHigh(arr){

var low = x[0];

var high = x[0];

for(var i = 0; i < arr.length; i++){

if(x[i] > high){

high = arr[i];

}

if(arr[i] < low){

low = arr[i];

console.log(low);

}

}

return high;

}

LowHigh([-1,3,5,-5]);

3. function x(arr){

var odd = 0

for(var i = 0; i < arr.length; i++){

if(arr[i] % 2 !=== 0){

break;

}

}

console.log(arr[arr.length-2])

return arr[i];

}

x([2, 3, 4, 6, 5])

4. function doubleVision(arr){

var newArray = [ ];

for(var i = 0; i < arr.length; i++){

arr[i] = arr[i] \* 2

newArray.push(arr[i])

}

return newArray;

}

doubleVision([1,2,3]);

5. var arr = [-1, 2, -3, 4, -5];

function countPositive(arr, sum){

var sum = 0;

for(var i = 0; i < arr.length; i++){

if(arr[i] % 2 == 0){

sum++;

}

}

arr[arr.length - 1] = sum;

return arr;

}

countPositive([-1,1,1,1, 0]);

6. function evenOdd(arr){

var odd = 0;

var even = 0;

for(var i = 0; i < arr.length; i++){

if(arr[i] % 2 !== 0){

odd++;

even=0;

} else {

Even++;

Odd=0;

}

break;

}

odd++;

if(arr[i+2] % 2 !== 0){

i += 2;

}

}

if(arr[i] % 2 === 0){

if(i >= arr.length-1){

break;

}

even++;

if(arr[i+2] % 2 === 0){

i += 2;

}

}

}

for(var j = 0; j < odd; j++){

console.log("That's odd!");

}

for(var k = 0; k < even; k++){

console.log("Even more so!");

}

}

evenOdd([1,1,1,3,3,3,5,6,3,4,5,7,9,4,2,6,8,8,8]);

7. function seconds(arr){

Var newArray = [ ];

for(var i = 0; i < arr.length; i++){

if(i % 2 !=== 1){

newArray.push(i);

console.log(arr[i]);

}

}

return arr;

}

console.log(a[1,3,5,7,9,11])

8. function prevLength(arr){

for(var i = arr.length - 1; i > 0; i--){

arr[i] = arr[i-1].length;

}

return arr;

}

prevLength(["hello", "dojo", "awesome"]);

9. function addSeven(arr){

Var = newArray = [ ];

for(var i = 0; i < arr.length; i++){

newArray.push(arr[i]+7)

}

return newArray;

}

addSeven([1,2,3]);

10. function reverseArray(arr){

Var start = 0;

Var end = arr.length – 1;

While(start<end){

Var temp = arr[start];

Arr[start] = arr[end];

Arr[end] = temp;

Start++;

End--;

}

Return arr;

}

reverseArray([3,1,6,4,2]);

11. function outlookNegative(arr){

Var newArray = [ ];

for(var i = 0; i < arr.length; i++){

if(arr[i] > 0){

newArray.push(arr[i]\*-1);

} else {

newArray.push(arr[i];

}

}

return newArray;

}

outlookNegative([1,-3,5,6,-9])

12. function alwaysHungry(arr){

var hungry = 0;

var food = 0;

for(var i = 0; i < arr.length; i++){

if(arr[i] == "food"){

console.log("yummy")

break;

}

else if(arr[i] !== "food"){

hungry++;

}

if(hungry >= arr.length){

console.log("I'm Hungry")

}

}

}

13. function swapCenter(arr){

Var first = 0;

Var last = arr.length-1;

Var third = 2;

Var thirdToLast = arr.length-3;

For(var i = 0; i<arr.length; i++){

If(I === 0){

var temp = arr[first];

arr[first] = arr[last];

arr[last] = temp;

}

}

swapCenter([true,42,"Ada",2,"pizza"])

14. function scaleArray(arr,num){

for(var i = 0; i < arr.length; i++){

arr[i] = arr[i] \* num;

}

return arr;

}

scaleArray([1,2,3],3);