JAVASCRIPT DAY 10

1)Given a variable score,use a ternary operator to determine the performance level:

-“Excellent” if the scores is 90 or above.

-“Good” if the score is between 68 and 89

-“Needs Improvement” if score is below 68.

Test Cases:

1.**Input**score=95

Expected Output’Excellent’

```
var score=95;
score>=90
?console.log("Excellent")
:(score<=89 && score>=60)
?console.log("good"):console.log("Needs Improvement")
```

O/P:Excellent

2.**Input** score=75

Expected output ’Good’

```
var score=75;
score>=90
?console.log("Excellent")
:(score<=89 && score>=60)
?console.log("good"):console.log("Needs Improvement")
```

O/P: good

3.**Input** score=50

Expected Output ‘Needs Improvement’

```
var score=50;
score>=90
?console.log("Excellent")
:(score <=89 &&score>=60)
?console.log("good"):console.log("Needs Improvement")
```

O/P: Needs Improvement

2)Given a variable day,use a ternary operator to ckeck if it’s a weekend;

-“weekend” if day is ‘Saturday’ or ‘Sunday’.

-“weekday” for any other day.

Test Cases:

1.**Input** day=’saturday’

Expected output ‘weekend’

```
var day="saturday";
(day=="saturday"||day=="sunday")?console.log("Weekend"):console.log("weekday")
```
O/P:weekend

2.**Input**day='Monday'

Expected output'weekday'

```
var day="monday";
(day=="saturday"||day=="sunday")?console.log("Weekend"):console.log("weekday")
```
O/P: weekday

3.**Input** day='Sunday'

Expected output 'weekday'

```
var day="Sunday";
(day=="saturday"||day=="sunday")?console.log("Weekend"):console.log("weekday")
```
O/P:weekday

3)Given a variable Input String : use a ternary operator to check if it is a palindrome.A string is considered a palindrome if it reads the same forwards and backwards.

-**Output** 'Palindrome' if the string is a palindrome.

-'Not a 'Palindrome' otherwise

Test Cases:

1.**Input** input string="madam"

Expected output 'palindrome'

```
var inputstring="madam";
var str="";
for(i=inputstring.length-1;i>=0;i--){
    str=str+inputstring[i];
}
console.log(str);
inputstring==str?console.log("palindrome"):console.log("Not a palindrome")
```
O/P:palindrome

2.**Input** input string="hello"

Expected output 'not a palindrome'

```
var inputstring="hello";
var str1='';
for(i=inputstring.length-1;i>=0;i--){
    str1=str1+inputstring[i];
}
console.log(str1);
inputstring==str1?console.log("palindrome"):console.log("Not a palindrome")
```
O/p:Not a palindrome

3.**Input**input string="racecar"

Expected output'Palindrome'

```
var inputstring="racecar";
var str2="";
for(i=inputstring.length-1;i>=0;i--){
    str2=str2+inputstring[i];
}
console.log(str2);
inputstring==str2?console.log("palindrome"):console.log("Not a palindrome")
```

O/P:Palindrome

4.**Input** input string="world"

Expected output'Not a palindrome'.

```
var inputstring="world";
var str3="";
for(i=inputstring.length-1;i>=0;i--){
    str3=str3+inputstring[i];
}
console.log(str3);
inputstring==str3?console.log("palindrome"):console.log("Not a palindrome")
```

O/p: Not a palindrome

4)Input: HELLO

Output:

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HELLO

```
var str='HELLO'
var str1=""
for(i in str){
    str1=str1+str[i]
    console.log(str1)
}
```

O/P:

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HELLO