FreeCodeCamp JavaScript Snippet Problems

**1.Multiply Two Decimals with JavaScript**

<https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/basic-javascript/multiply-two-decimals-with-javascript>

var product = 2.0 \* 2.5;

**2. Use Bracket Notation to Find the Nth-to-Last Character in a String**

<https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/basic-javascript/use-bracket-notation-to-find-the-nth-to-last-character-in-a-string>

// Setup

var lastName = "Lovelace";

// Only change code below this line

var secondToLastLetterOfLastName = lastName[lastName.length -2]; // Change this line

**3. Chaining If Else Statements**

<https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/basic-javascript/chaining-if-else-statements>

function testSize(num) {

// Only change code below this line

if (num < 5) {

return "Tiny";

} else if (num < 10) {

return "Small";

} else if (num < 15) {

return "Medium";

} else if(num < 20) {

return "Large";

}else{

return "Huge";

}

// Only change code above this line

}

testSize(7);

**4. Golf Code**

<https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/basic-javascript/golf-code>

var names = ["Hole-in-one!", "Eagle", "Birdie", "Par", "Bogey", "Double Bogey", "Go Home!"];

function golfScore(par, strokes) {

// Only change code below this line

if (strokes == 1) {

return "Hole-in-one!";

} else if (strokes <= par - 2) {

return "Eagle";

} else if (strokes == par - 1) {

return "Birdie";

} else if (strokes == par) {

return "Par";

} else if (strokes == par + 1) {

return "Bogey";

} else if (strokes == par + 2) {

return "Double Bogey";

} else {

return "Go Home!";

}

// Only change code above this line

}

golfScore(5, 4);

**5. Counting Cards**

<https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/basic-javascript/counting-cards>

var count = 0;

function cc(card) {

// Only change code below this line

switch (card) {

case 2:

case 3:

case 4:

case 5:

case 6:

count++;

break;

case 10:

case "J":

case "Q":

case "K":

case "A":

count--;

break;

}

if (count > 0) {

return count + " Bet";

} else {

return count + " Hold";

}

// Only change code above this line

}

cc(2); cc(3); cc(7); cc('K'); cc('A');

**6. Using Objects for Lookups**

<https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/basic-javascript/using-objects-for-lookups>

// Setup

function phoneticLookup(val) {

var result = "";

// Only change code below this line

var lookup = {

"alpha": "Adams",

"bravo": "Boston",

"charlie": "Chicago",

"delta": "Denver",

"echo": "Easy",

"foxtrot": "Frank"

};

// Only change code above this line

result = lookup[val];

return result;

}

phoneticLookup("charlie");

**7. Replace Loops using Recursion**

<https://www.freecodecamp.org/learn/javascript-algorithms-and-data-structures/basic-javascript/replace-loops-using-recursion>

function sum(arr, n) {

// Only change code below this line

if(n <= 0) {

return 0;

} else {

return sum(arr, n - 1) + arr[n - 1];

}

}