**PROBLEM 1: SLEEPING IN**

Write a function called sleepIn that takes in two boolean parameters: weekday and vacation.

The parameter weekday is true if it is a weekday, and the parameter vacation is true if we are on vacation. We sleep in if it is not a weekday or we're on vacation. Return true if we sleep in. So some example input and output:

**sleepIn(false, false) → true**

**sleepIn(true, false) → false**

**sleepIn(false, true) → true**

```
function sleepIn(weekday, vacation) {
  //Code Goes Here
}
```

**PROBLEM 2: MONKEY TROUBLE**

We have two monkeys, a and b, and the parameters aSmile and bSmile indicate if each is smiling. We are in trouble if they are both smiling or if neither of them is smiling. Return true if we are in trouble.

Example Input and Output

**monkeyTrouble(true, true) → true**

**monkeyTrouble(false, false) → true**

**monkeyTrouble(true, false) → false**

```
function monkeyTrouble(aSmile, bSmile) {
  //Code Goes Here
}
```

**PROBLEM 3: STRING TIMES**

Given a string and a non-negative int n, return a larger string that is n copies of the original string.

Example input and output:

**stringTimes("Hi", 2) → "HiHi"**

**stringTimes("Hi", 3) → "HiHiHi"**

**stringTimes("Hi", 1) → "Hi"**

```
function stringTimes(str, n) {
   //Code Goes Here
}
```

**PROBLEM 4: LUCKY SUM**

Given 3 numerical values, a b c, return their sum. However, if one of the values is 13 then it does not count towards the sum and values to its right do not count.

So for example, if b is 13, then both b and c do not count.

*Hint (Explore using multiple return statements inside a single function!)*

Example input and output

**luckySum(1, 2, 3) → 6**

**luckySum(1, 2, 13) → 3**

**luckySum(1, 13, 3) → 1**

```
function luckySum(a, b, c){
  //Code Goes Here
}
```

**PROBLEM 5**:

You are driving a little too fast, and a police officer stops you. Write code to

compute the result, encoded as an int value: 0=no ticket, 1=small ticket,

2=big ticket. If speed is 60 or less, the result is 0. If speed is between 61 and 80 inclusive, the result is 1. If speed is 81 or more, the result is 2. Unless it is your birthday -- on that day, your speed can be 5 higher in all cases. Here are some example inputs and outputs:

**caught_speeding(60, false) → 0**

**caught_speeding(65, false) → 1**

**caught_speeding(65, true) → 0**

```
function caught_speeding(speed, is_birthday){
  //Code Goes Here
}
```