Median Paycheck: Solution Review

Solution review.

I hope you didn't cheat and look at the HOFs section to find this snippet. :D

Either way, let's list the steps

- 1. Get salaries
- 2. Reject anything below \$100,000
- 3. Get the median
- 4. Calculate monthly paycheck (amount / 12 months)
- 5. Format dollars (USD)

I think we're comfortable enough to start with a Ramda solution

```
index.js
 employees.js
import { filter, map, median, pipe, prop } from 'ramda';
import employees from './employees';
const toUSD = (amount) => amount.toLocaleString('en-US', {
  style: 'currency',
  currency: 'USD',
});
const getMedianPaycheck = pipe(
  map(prop('salary')),
  filter((amount) => amount >= 100000),
  (amount) => amount / 12,
  toUSD
);
const result = getMedianPaycheck(employees);
console.log({ result });
```

Remember, pluck('salary') is equivalent to map(prop('salary')).

```
index.js
 employees.js
import { filter, median, pipe, pluck } from 'ramda';
import employees from './employees';
const toUSD = (amount) => amount.toLocaleString('en-US', {
  style: 'currency',
  currency: 'USD',
});
const getMedianPaycheck = pipe(
  pluck('salary'),
  filter((amount) => amount >= 100000),
  median,
  (amount) => amount / 12,
  toUSD
);
const result = getMedianPaycheck(employees);
console.log({ result });
                                                                                             []
 \triangleright
```

And R.lte is great for filtering the salaries.

```
index.js

employees.js

import { filter, lte, median, pipe, pluck } from 'ramda';
import employees from './employees';

const toUSD = (amount) => amount.toLocaleString('en-US', {
    style: 'currency',
    currency: 'USD',
});

const getMedianPaycheck = pipe(
    pluck('salary'),
    filter(lte(100000)),
    median,
    (amount) => amount / 12,
    toUSD
```

Ramda has a divide function, but it doesn't work as expected.

```
index.js
                                                                                           6
 employees.js
import { divide, filter, lte, median, pipe, pluck } from 'ramda';
import employees from './employees';
const toUSD = (amount) => amount.toLocaleString('en-US', {
  style: 'currency',
  currency: 'USD',
});
const getMedianPaycheck = pipe(
  pluck('salary'),
  filter(lte(100000)),
  median,
  divide(12),
  toUSD
);
const result = getMedianPaycheck(employees);
console.log({ result });
                                                                              \triangleright
```

\$0.00?! That doesn't look right. Let's inspect with tap.

```
index.js

employees.js

import { divide, filter, lte, median, pipe, pluck, tap } from 'ramda';
import employees from './employees';

const toUSD = (amount) => amount.toLocaleString('en-US', {
   style: 'currency',
   currency: 'USD',
```

```
});

const getMedianPaycheck = pipe(
  pluck('salary'),
  filter(lte(100000)),
  median,
  tap((value) => {
    console.log('Before divide:', value);
  }),
  divide(12),
  tap((value) => {
    console.log('After divide:', value);
  }),
  toUSD
);

const result = getMedianPaycheck(employees);

console.log({ result });
```

Aha! We're dividing 12 by 608702.5 and getting a tiny decimal that rounds to \$0.00! But we want to flip that division! Sounds like a job for Ramda's flip function.

```
index.js
                                                                                        employees.js
import { divide, filter, flip, lte, median, pipe, pluck, tap } from 'ramda';
import employees from './employees';
const toUSD = (amount) => amount.toLocaleString('en-US', {
  style: 'currency',
  currency: 'USD',
});
const flippedDivide = flip(divide);
const getMedianPaycheck = pipe(
  pluck('salary'),
 filter(lte(100000)),
  median,
  flippedDivide(12),
  toUSD
);
const result = getMedianPaycheck(employees);
console.log({ result });
```







[]

Looks good to me! flip takes a function and returns a new one with the first two arguments reversed.

https://ramdajs.com/docs/#flip

Again, I wouldn't do this in the real world. The point's to expose you to Ramda's toolkit and let you decide what's best for your application.