CMSC 122 Quiz 3 Worksheet

The third quiz for the course will be on Wednesday, April 1 at the beginning of the class (2:00 pm). The following list provides more information about the quiz:

- The quiz will be a written quiz (no computer).
- Closed book, closed notes quiz.
- Answers must be neat and legible. We recommend that you use pencil and eraser.

The following exercises cover the material to be included in this quiz. Solutions to these exercises will not be provided, but you are welcome to discuss your solutions with the TA or instructor during office hours. You do not need to define a main() function or <script> tags for the problems below. If we ask for the implementation of a function just provide the function. **We recommend you answer the exercises without a computer, then verify your answers by writing the program in a computer.**

**Note:** The prototype for a function is the word function followed by the function’s name and the parameter’s list.

**Exercises**

1. Write a function named “processInfo” that has the following prototype:

   ```javascript
   function processInfo()
   ```

   The function reads a person’s experience (number of years in a profession) and displays “Professional” if the number of years is between 5 and 10, “Expert” for a number of years greater than 10, and “Beginner” for less than 5. Use alert to output messages.

2. Write a function named “printEven” that has the following prototype:

   ```javascript
   function printEven(min, max)
   ```

   The function prints the even numbers between min (inclusive) and max (inclusive). Use document.writeln to print the values. Hint: Use the % operator to determine whether a number is even.

3. Write a function named “sumOdd” that has the following prototype:

   ```javascript
   function sumOdd(min, max)
   ```

   The function returns the sum of odd numbers between min (inclusive) and max (inclusive). This function will not generate any output; it will return the sum.

4. Write a function named “login” that has the following prototype:

   ```javascript
   function login(password)
   ```

   The function keeps asking the user for a password value (using prompt) as long as the user provides a value different from the value specified by the password parameter.
5. Write a function named "loginMax" that has the following prototype:

    function loginMax(password, maxAttempts)

The function keeps asking the user for a password value (using prompt) as long as the user provides a value different from the value specified by the password parameter and as long as the number of attempts have not exceeded maxAttempts. The function will return true if the user provided the expected password and false otherwise (either because no valid password was provided or because the user exhausted the number of attempts).