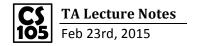


Activity 4.3

```
var countFailing = function(grades) {
  var count = 0;
  for (var i=0;i<grades.length;i++) {
     var grade = grades[i];
     if (grade<70) {
        count++;
     }
  }
  return count;
};</pre>
```

Activity 4.5

```
1 - var compare = function(g1, g2) {
 2
         var sum1 = 0;
 3 +
         for (var i=0;i<g1.length;i++) {
 4
             sum1 += g1[i];
 5
        var sum2 = 0;
 6
 7 -
         for (var j=0;j<g2.length;j++) {
 8
             sum2 +=g2[j];
 9
        if((sum1/g1.length)>(sum2/g2.length)) {
10 -
             return "first";
11
12 -
         }else {
13
             return "second";
14
         }
15
    };
16
```



Alternative answer for 4.5

```
1 - var (avg)= function(g) {
  2
          var_{sum} = 0;
          for (var i = 0; i < g.length; i++)
  3 +
      {
  4
              sum += g[i];
  5
  6
          return sum/g.length;
  7
     }
                   Call the "avg" function
  9 - var compare = function(g1,g2) {
 10 -
          if(avg(g1) \cdot avg(g2)) {
              return "first";
 11
 12 -
          } else {
              return "second";
 13
 14
          }
15 }
```

This is how console .log works (The following code will print out "Hello"

Example of analyzing weather: count the days that the weather below 32

```
1 - var weather = function(obj) {
 2
         //Days it never got above 32;
 3
         var count=0;
         for (var i = 0; i<obj.highs.length; i++)</pre>
 4 -
    {
 5
             var high = obj.highs[i];
 6 -
             if (high<=32) {
 7
                 count++;
 8
 9
10
         return count;
11 };
```