

Sample Problems

The Analog Coding Workbook: JavaScript Edition

Try solving these problems without running code. Each problem type trains a different skill.

Write the Code — Problem 1

Write a complete, working function by hand.

1. FizzBuzz

Write a function `fizzBuzz(n)` that prints the numbers from 1 to `n`.

For multiples of 3, print "Fizz" instead of the number. For multiples of 5, print "Buzz" instead of the number. For numbers that are multiples of both 3 and 5, print "FizzBuzz".

Example for `n = 5`: 1 2 Fizz 4 Buzz

Example signature:

```
function fizzBuzz(n) {  
  // your code here  
}
```

Write your solution below

A large grid of graph paper with 30 columns and 30 rows, intended for writing the solution to the FizzBuzz problem.

Write the Code — Problem 2

A more challenging problem.

2. Group Objects by Property

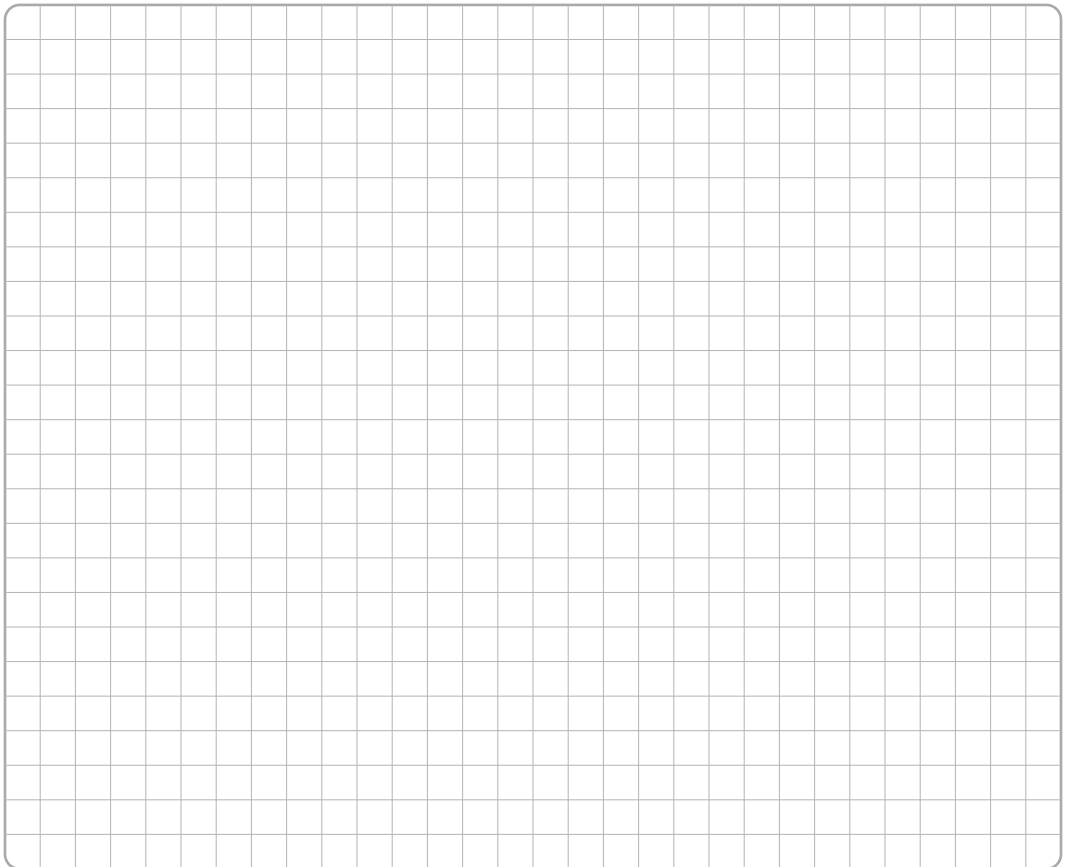
Write a function `groupByRole(users)` that takes an array of user objects and returns an object where each key is a role and each value is an array of users with that role.

Example: `groupByRole([{ name: "Alice", role: "admin" }, { name: "Bob", role: "user" }, { name: "Cara", role: "admin" }])` returns `{ admin: [{ name: "Alice", role: "admin" }, { name: "Cara", role: "admin" }], user: [{ name: "Bob", role: "user" }] }`

Example signature:

```
function groupByRole(users) {  
  // your code here  
}
```

Write your solution below

A large rectangular area filled with a light gray grid, intended for the student to write their code solution.

2. Group Objects by Property (continued)

A large grid of graph paper, consisting of 20 columns and 30 rows of small squares. The grid is intended for students to use in grouping objects by property.

Trace the Program — Problem 3

Simulate execution step by step.

5. Score Filter

```
let scores = [4, 7, 2, 9, 3];
let passing = [];

for (let i = 0; i < scores.length; i++) {
  scores[i] += 1;

  if (scores[i] >= 5) {
    passing.push(scores[i]);
  }
}

console.log(passing);
```

Output:

