

Mission Objectives

- Find the biggest element of the array.
`var a = [1, 5, 3, 8, 3, 6, 0, 7];`
- Add to any number function "times" which will run some function N times
`(5).times(function () {alert(this);});`
- Transform array of digits to array of functions that alert the digits
- Convert object to source
(only tree types of properties: string, number & array)
`var o = {
 name: "Zorg",
 damage: 20,
 weapons: [1, 0, 1, 1]
};`
- Sort array of objects by number of object's properties
- Extend Date object with a method which will return English day of the week, i.e. Monday, Tuesday, &c
- Extend object Mage with getters according to mageLevels objects, i.e. `getDamage`, `getRange`, &c. If `mageTowerLevel` increase these methods should return new values.

```
var mageLevels = [{"class": "mage",  
                  damage: 5,  
                  range: 3,  
                  speed: 4  
                }, {  
                  "class": "arch-mage",  
                  damage: 7,  
                  range: 5,  
                  speed: 5  
                }  
                ]];  
var mageTowerLevel = 0;  
function Mage(name) {  
  this.name = name;  
}  
var Gendalf = new Mage("Gendalf");
```