Advanced JavaScript Lab 2

1. Write two different functions with two different ways of implementations that takes any number of parameters and returns them as a reversed collection using array's reverse function.

Note: using of any loop is not allowed

2. Create a function that accepts only 2 parameters and throw exception if number of parameters either less than or exceeds 2 parameters

3. Create an adding function that adds n numbers only. Throw exception if the user passed any data type other than "number" or called your function without passing any parameters.

4. Update your cookie.js library file to handle any possible wrong call of all implemented function by firing error message. e.g there should be an error message if getCookie was called without passing any parameter or with more than one parameter.

5. Using the constructor method for creating Objects, write a script that allows you to create a rectangle object that

• Should have width and height properties.

• Implement a method for calculating its area

• Implement displayInfo() function to display a message

declaring the width, height, area, of the created object.