W3D1 Objects and Strings HW

Naha L.

1. Write the code, one line for each action:

a. Create an empty object car

Naha: let car = { };

b. Add the property name Make with valueb Toyota

Naha:let car.Make = "Toyota";

c. Add the property name Mode with value Camry

Naha: let car.Mode = "Camry";

d. Print the object

Naha: for(let key in car){console.log(key + " : " + car[key]);

e. Without modifying the code structure of the object, change the value of the model to RAV4.

Naha: car.Mode = "RAV4";

f. Print the object

Naha: console.log("car = { " + for(let key in car){console.log(" car = {key + " : " + car[key] + ",")) + console.log("}");

g. Without modifying the code structure of the object, Remove property make from the object

Naha: delete car.Make;

h. Print the object

Naha: Naha: for(let key in car){console.log(key + " : " + car[key]);

From Reading:

1. How can you make a copy of an object?

Naha: Beside use Obj2 = Obj1. To copy an object in JavaScript, there are other three options:

Use the spread (...) syntax

Use the Object.assign() method

Use the JSON.stringify() and JSON.parse() methods

2. How do you remove the white spaces that may be at the beginning and ending of a string value?

Naha: There are string methods to do so:

a) call the string.trim() method to remove whitespace from the beginning and end of it. It returns a new string.

b) call string.trimStart() method works just like trim(), but only removes whitespace from the start of the string.

c) call trimEnd() method work just like trimStart(), but removes whitespace from the end of the string instead of the beginning.