



FRONT END – PART 2

OBJECTS AND TIMING EVENTS

(Create and Modify Objects)

Write a JavaScript program to:

- 1. Create a student object with three properties: name, age, and roll no.**
- 2. Create an object address with two properties, City and state and add this object property to the student object.**
- 3. Now delete the roll no property and print the object before and after deleting the property.**
