

Home Work 5

Deadline: 28th of March, at 23:59

Task 1. (20 points)

Create the fields for multiplication and division of two numbers.

Task 2. (20 points)

Write a JavaScript program that computes the average marks of the students (at least 5 of them). Then, this average is used to determine the corresponding grade.

Goal 3. (20 points)

Access Object Properties

Task

Create an object, **user**, representing a person's hobbies and interests. Your task is to access and retrieve specific details from the object.

- Access and log the person's name.
- Access the **indoor** hobby and log it to the console.
- Store the person's age in a variable.
- Access the favorite music genre and log it.

Goal 4. (20 points)

Modify and Extend Object

Task

Create an object, **student**, representing a student's information. Your task is to modify existing properties and add new properties.

- Modify the student's age to be **21**.
- Add a new property called **grade** and set it to **"A"**.

Task 5. (20 points)

The purpose of this application is to demonstrate the use of conditional logic to build an invoice application. The application will allow a user to calculate a discount based on two factors: the

total amount purchased and whether or not they're a retail or wholesale customer. If the user is a retail customer, they will receive 10% off of their order. If the user is a wholesale customer, they will receive 20% off of their order.