JS Q50.js > ...

```
1    // 50. Write a program to create an Array in JavaScript
2    const numbers = [1, 2, 3, 4, 5];
3    console.log(numbers);
4
```

JS Q49.js > ...

```
// 49. JavaScript Program to Display Current Date
const today = new Date();
console.log(today.toDateString());

```

JS Q47.js > ...

```js
// 47. JavaScript Program to Check Leap Year
function isLeapYear(year) {
    return (year % 4 === 0 && year % 100 !== 0) || (year % 400 === 0);
}
console.log(isLeapYear(2024)); // Example usage

```

JS Q46.js

```
1    // 46. JavaScript Program to Display Date and Time
2    console.log(new Date().toString());
3
```

JS Q45.js > ...

```
// 45. JavaScript Program to Add Key/Value Pair to an Object
const person = { name: "Alice" };
person.age = 25;
console.log(person);

```

JS Q44.js > ...

```
// 44. JavaScript Program to Check if a Key Exists in an Object
const person = { name: "Alice" };
console.log("age" in person); // Output: false

```

JS Q43.js > ...

```js
// 43. JavaScript Program to Remove a Property from an Object
const person = { name: "Alice", age: 25 };
delete person.age;
console.log(person);

```

JS Q42.js > ...

```
// 42. JavaScript Program to Merge Property of Two Objects
const objA = { name: "Alice" };
const objB = { age: 25 };
const merged = { ...objA, ...objB };
console.log(merged);

```

JS Q41.js > ...

```
// 41. JavaScript Program to Loop Through an Object
const person = { name: "Mayank", age: 23, city: "Bijnor" };
for (const key in person) {
    console.log(`${key}: ${person[key]}`);
}

```

JS Q40.js > ...

```js
// 40. JavaScript Program to Create Objects in Different Ways
// Using object literal
const obj1 = { name: "Alice" };

// Using new Object()
const obj2 = new Object();
obj2.name = "Bob";

// Using constructor function
function Person(name) {
    this.name = name;
}
const obj3 = new Person("Charlie");

console.log(obj1, obj2, obj3);

```

JS Q39.js > ...

```
1    // 39. Write a program to create dialogue boxes using JavaScript.
2    alert("This is an alert box!");
3    const userResponse = confirm("Do you want to proceed?");
4    const userName = prompt("Please enter your name:");
5    console.log(`Response: ${userResponse}, Name: ${userName}`);
6
```

Q38.html > ...

```html
<!-- 38. Create HTML Page with JavaScript to Check if a Number is Odd or Even -->
<!DOCTYPE html>
<html>
<body>
    <input type="number" id="numberInput" placeholder="Enter an integer">
    <button onclick="checkOddEven()">Check</button>
    <p id="result"></p>

    <script>
        function checkOddEven() {
            const number = parseInt(document.getElementById("numberInput").value);
            const result = (number % 2 === 0) ? "Even" : "Odd";
            document.getElementById("result").textContent = `The number is ${result}.`;
        }
    </script>
</body>
</html>

```

JS Q37.js > ...

```
// 37. JavaScript Program to Pass a Function as Parameter
function executeFunction(fn) {
    fn();
}
executeFunction(() => console.log("Function passed as parameter executed."));

```

JS Q36.js > ...

```
// 36. JavaScript Program to Pass Parameter to a `setTimeout()` Function
function greet(name) {
    console.log(`Hello, ${name}`);
}
setTimeout(greet, 2000, "Mayank");

```

JS Q35.js > ...

```
1   // 35. JavaScript Program to Check If a Variable is of Function Type
2   function checkFunctionType(variable) {
3       return typeof variable === 'function';
4   }
5   console.log(checkFunctionType(() => {}));
6
```