These exercises cover a wide range of topics related to JavaScript objects, constructors, prototypes, and inheritance.

**Exercise A: Basic Objects**

1. Create an empty object called 'person'.

2. Add properties to the 'person' object such as 'name', 'age', and 'gender' with appropriate values.

3. Print the 'person' object to the console.

**Exercise B: Constructor Function**

1. Create a constructor function called 'Car' that takes parameters such as 'make', 'model', and 'year'.

2. Inside the constructor function, assign the parameters to properties of the object being created using the 'this' keyword.

3. Create an instance of the 'Car' object called 'myCar' with any make, model, and year values.

4. Print the 'myCar' object to the console.

**Exercise C: Object Properties**

1. Create an object called 'student' with properties such as 'name', 'age', and 'grades'.

2. Add a method called 'calculateAverage' to the 'student' object that calculates and returns the average of the 'grades' property.

3. Print the average grade of the 'student' object to the console.

**Exercise D: Deleting a Property**

1. Create an object called 'person' with properties such as 'name', 'age', and 'gender'.

2. Delete the 'gender' property from the 'person' object.

3. Print the 'person' object to the console to verify that the 'gender' property is no longer present.

**Exercise E: Closures**

1. Create a function called 'outerFunction' that declares a variable called 'outerVariable'.

2. Inside the 'outerFunction', create a nested function called 'innerFunction' that accesses the 'outerVariable'.

3. Call the 'outerFunction' and assign the return value to a variable called 'result'.

4. Print the value of 'result' to the console.

**Exercise F: Immediately Invoked Function Expression (IIFE)**

1. Create an IIFE that declares a variable called 'message' with a string value.

2. Print the value of 'message' to the console.

**Exercise G: Prototype**

1. Create a constructor function called 'Person' with properties such as 'name' and 'age'.

2. Add a method called 'greet' to the 'Person' prototype that prints a greeting message with the person's name.

3. Create an instance of the 'Person' object called 'person1' with any name and age values.

4. Call the 'greet' method on the 'person1' object.

**Exercise H: Inheritance in JavaScript**

1. Create a constructor function called 'Animal' with properties such as 'name' and 'sound'.

2. Add a method called 'makeSound' to the 'Animal' prototype that prints the animal's sound.

3. Create a constructor function called 'Dog' that inherits from 'Animal' and adds a new property called 'breed'.

4. Create an instance of the 'Dog' object called 'dog1' with any name, sound, and breed values.

5. Call the 'makeSound' method on the 'dog1' object.