

## Objects (Q6 – Q8)

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### Q6. Student Grades

Create an object `student` with properties: `name`, `age`, and `grades` (an array).  
Write a function `averageGrade(student)` that returns the average of the grades.

### Q7. Car Object

Create a `car` object with properties: `brand`, `model`, `year`, and a method `getInfo()` that returns a string like:

```
"Toyota Corolla (2020)"
```

### Q8. Shopping Cart

Create an array `cart` of objects where each object has `item` and `price`.  
Write a function `totalCart(cart)` that returns the total price of all items.

## OOP (Q9 – Q13)

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### Q9. Person Class

Create a class `Person` with properties `name` and `age`.  
Add a method `introduce()` that returns:

```
"Hi, I'm <name> and I'm <age> years old."
```

### Q10. Rectangle Class

Create a class `Rectangle` with properties `width` and `height`.  
Add methods:

- `area()` → returns `width × height`
- `perimeter()` → returns `2 × (width + height)`

### Q11. Bank Account

Create a class `BankAccount` with properties `owner` and `balance`.  
Add methods:

- `deposit(amount)` → increases balance
- `withdraw(amount)` → decreases balance if enough money
- `getBalance()` → returns current balance

### Q12. Library System

Create a class `Book` with `title`, `author`, and `isAvailable`.  
Create a class `Library` with methods:

- `addBook(book)` → adds a book
- `borrowBook(title)` → marks book as not available
- `returnBook(title)` → marks book as available

### Q13. Animal Inheritance

Create a base class `Animal` with a method `makeSound()`.  
Extend it with classes `Dog` and `Cat` that override `makeSound()` with `"Woof!"` and `"Meow!"`.

## DOM Manipulation (Q14 – Q15)

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### Q14. Click Counter

Create a button in HTML with id `"clickBtn"`.  
Write JavaScript that counts how many times the button is clicked and displays the count inside a `<p>` element.

## Q15. To-Do List

Create a simple to-do list:

- An input field and a button to add tasks.
- Display tasks in a list ( `<ul>` ).
- Each task should have a delete button to remove it from the DOM.