



## JavaScript Practice 1.2

Subject: Objects

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1. Create an object to store information about a person (e.g., name, age, address, etc.). Write code to access and modify the object's properties.
2. Create an object to store information about a product (e.g., name, price, quantity, etc.). Write code to calculate the total cost of a specified quantity of the product.
3. Create an array of objects to store information about multiple people or products. Write code to loop through the array and display the information for each object.
4. Write a function that takes an object as an argument and returns a new object with specific properties. For example, a function that takes an object with name, age, and address properties and returns an object with only the name and age properties.
5. Write a function that takes two objects as arguments and returns a new object that combines the properties of both objects. For example, a function that takes two objects with name and age properties and returns an object with name, age, and address properties.