**JS Constructor Exercises – Level 1**

1. Create a constructor function **Person** that takes **name** and **age** as parameters. Create an instance and display its properties.
   * Expected Output: **Name: John, Age: 30**
2. Create a constructor function **Animal** that takes **species** as a parameter. Create an instance and display its species.
   * Expected Output: **Species: Dog**
3. Define a constructor **Car** that takes **make** and **model**. Create an instance and print the car's make and model.
   * Expected Output: **Make: Toyota, Model: Camry**
4. Create a constructor **Book** that takes **the title** and **author**. Create an instance and display its title and author.
   * Expected Output: **Title: "Harry Potter", Author: J.K. Rowling**
5. Create a constructor **Rectangle** that takes **width** and **height**. Create an instance and calculate its area.
   * Expected Output: **Area: 30**
6. Define a constructor **Circle** that takes **a radius**. Create an instance and compute its circumference (2 \* π \* radius).
   * Expected Output: **Circumference: 18.85**
7. Create a constructor **Student** that takes **name** and **grade** as parameters. Create an instance and display its properties.
   * Expected Output: **Name: Alice, Grade: A**
8. Create a constructor **Fruit** that takes **name** and **color**. Create an instance and display its name and color.
   * Expected Output: **Name: Apple, Color: Red**
9. Define a constructor **Person1** that takes **firstName** and **lastName**. Create an instance and display the full name.
   * Expected Output: **Full Name: John Doe**
10. Create a constructor **Employee** that takes **name** and **position**. Create an instance and print the employee's name and position.
    * Expected Output: **Name: Mary, Position: Manager**