**JS Constructor Exercises – Level 2**

1. Extend the **Person** constructor from Level 1 to include a method **sayHello** that logs "Hello, {name}!" to the console.
   * Expected Output: **Hello, John!**
2. Create a constructor **Calculator** with methods **of add** and **subtract**. Perform addition and subtraction operations using instances.
   * Expected Output: **Addition: 15, Subtraction: 5**
3. Implement a **BankAccount** constructor that takes **balance** asanargument with **diaplayBalance**, **deposit**, and **withdrawal** methods. Create an account, deposit money, and display the balance.
   * Expected Output: **Your Balance is: 500**$
   * Expected Output: **Your Balance is: 250**$
4. Define a **todo** constructor for a to-do list item. Add a method **complete** that marks the item as completed. Display its completion status.
   * Expected Output: **Status: Completed**
5. Create a constructor **Product** with **name**, **price**, and **discount** properties. Add a method **getDiscountedPrice** that calculates the discounted price.
   * Expected Output: **Discounted Price: $45**
6. Extend the **Calculator** constructor from exercise 2 to include a **multiply** method. Perform multiplication operations using instances.
   * Expected Output: **Multiplication: 50**
7. Create a **BankAccount** constructor with a **withdrawal** method that deducts money from the account. Perform a withdrawal and display the updated balance.
   * Expected Output: **Updated Balance: 300**
8. Define a **To-do** constructor for a to-do list item with a **description** property. Add a method **updateDescription** that updates the description. Display the updated description.
   * Expected Output: **Updated Description: New task description.**
9. Implement a **Product** constructor with **name**, **price**, and **quantity** properties. Add a method **getTotalPrice** that calculates the total cost (price \* quantity).
   * Expected Output: **Total Price: $150**
10. Create a constructor **Animal** with a **name** property and a method **makeSound** that logs a generic sound. Create a **Dog** constructor that inherits from **Animal** and makes a specific dog sound.
    * Expected Output: **Woof!**