**JS Constructor Exercises – Level 3**

1. Create a constructor function called `Rectangle` that takes `width` and `height` as arguments. Add a prototype variable with a `calculateArea` method that calculates and returns the area of the rectangle.

* Expected output: **Area: 50**

1. Implement a `Circle` constructor function that takes `radius` as an argument. Use a prototype variable to add a `calculateCircumference` method that calculates and returns the circumference of the circle.

* Expected output: **Circumference: 31.41592653589793**

1. Write a `Triangle` constructor function that takes `base` and `height` as arguments. Add a prototype variable with a `calculateArea` method that calculates and returns the area of the triangle.

* Expected output: **Area: 25**

1. Create a `BankAccount` constructor function that takes `accountNumber` and `balance` as arguments. Add a prototype variable with a `withdraw` method that deducts a specified amount from the balance.

* Expected output: **New Balance: 800**

1. Build a `Student` constructor function that takes `name` and `grade` as arguments. Add a prototype variable with a `passExam` method that checks if the student's grade is greater than or equal to 70 and returns a pass/fail message.

* Expected output: **Pass**

1. Develop a `Phone` constructor function that takes `brand` as an argument. Add a prototype variable with a `ring` method that prints a message like "Incoming call from [brand]."

* Expected output: **Incoming call from Apple.**

1. Write a `Team` constructor function that takes `name` as an argument. Add a prototype variable with an `addMember` method that adds a member to the team and prints a message with their name.

* Expected output: **Members: ["Alice", "Bob"]**

1. Create a `Recipe` constructor function that takes `name` and `ingredients` as arguments. Add a prototype variable with a `printIngredients` method that lists the ingredients.

* Expected output: **Ingredients for Chocolate Cake: flour, sugar, cocoa**

1. Implement a `Computer` constructor function that takes `brand` as an argument. Add a prototype variable with a `bootUp` method that prints a message like "[brand] computer is booting up."

* Expected output: **The Dell computer is booting up.**

1. Write a `Book` constructor function that takes `title` and `author` as arguments. Add a prototype variable with a `getInfo` method that returns a string with the book's title and author.

* Expected output: **Title: The Great Gatsby, Author: F. Scott Fitzgerald**