Object

1. Create your own custom object that has getSetGen as function value, this function should generate setters and getters for the properties of the caller object This object may have description property of string value if needed Let any other created object can use this function property to generate getters and setters for his own properties Avoid generating getters or setters for property of function value

Hint:

if getSetGen() applied on any other object it should generate getters and setters for all of the applied object properties.

i.e. if you have the following object

obj = {id:”SD-10”,location:”SV”, addr:”123 st.”, getSetGen:

function(){/*should be implemented*/}}

using of getSetGen() will generate the following getId(), setId(), getLocation(), setLocation(), getAddr(), setAddr().

If you created the following object **var user = { name:”Ali”,age:10}**

When applying getSetGen() on user object (you can use call or

bind or apply), it will result in creating the following:

getName(), getAge(), setName(), setAge().

ES6 lab Day 1

1) Swap the values of two variables using destructuring

2) Using rest parameter and spread operator return max value from any array note: array length is not fixed return min and max value and display each of them separately after function call