

Advanced JavaScript

Lab 2

A. Function Object

A.1. Create your own custom object that has getSetGen as a function value, this function should generate setters and getters for the properties of the caller object

This object may have a description property of string value if needed

Let any other created object can use this function property to generate getters and setters for its own properties

Avoid generating getters or setters for any property of function value

Hint:

if getSetGen() is 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 the user object (you can use call or bind or apply), it will result in creating the following:
getName(), getAge(),setName(),setAge().**

B. JavaScript as Object Oriented paradigm

B.1. Using the constructor method for creating Objects, write a script that allows you to create a rectangle object that

- **Should have width and height properties.**
- **Implement a method for calculating its area**
- **Implement a method for calculating its perimeter.**
- **Implement displayInfo() function to display a message declaring the width, height, area, and perimeter of the created object.**