Advanced JavaScript Lab 3

Note: Make your own interface for the following tasks.

- 1. Create your own object that contains a list of numerical sequence, with the following details
 - Your constructor takes 3 parameters to define start, end of list and step
 - The list should be private and filled with private method
 - You can create getter and setter for the list if needed
 - Allow the user to apply the following functionality to his created sequence
 - Append or prepend a new value
 - Dequeue or pop a value,
 - you have to ensure that you are pushing sequential value otherwise through exception
 - you have to ensure that there is no duplicated value otherwise through exception
 - all of the properties should be defined using accessor and/or data descriptor, prevent them from being deleted, iterated or being modified.
 - Override .toString() function to display a message with all of the list content.
 - you can add any property you need.

- 2. Create your box object that contains books objects, ensure that you can
 - a. Create book object and add it to box object content property
 - b. Count # of books inside box
 - c. Delete any of these books in box according to book title.

 Note: You should delete a single copy of the books with the same title.
 - d. Create Class Property that counts numbers of created books objects and Class method to retrieve it.
 - e. Use .toString() to display the box instance's dimensions and how books are stored in it.
 - f. Implement .valueof() so that if there is more than one box object we can get total number of books in these boxes by adding them
 - i.e. if box1 has 5 books and box2 has 2 books, then box1 + box2 should return 7

Note:

- There is no inheritance
- Using of global variables, Class methods and properties isn't allowed.
- Box object has the following properties: height, width, length, material, content.
 - The content property contains an array books
- Book object has the following properties: title, numofChapters, author, numofPages, publisher, numofCopies
- You should use accessor and/or data descriptor for defining properties, and if needed, prevent them from being deleted, iterated or being modified.
- you can define any function needed for both box and book objects