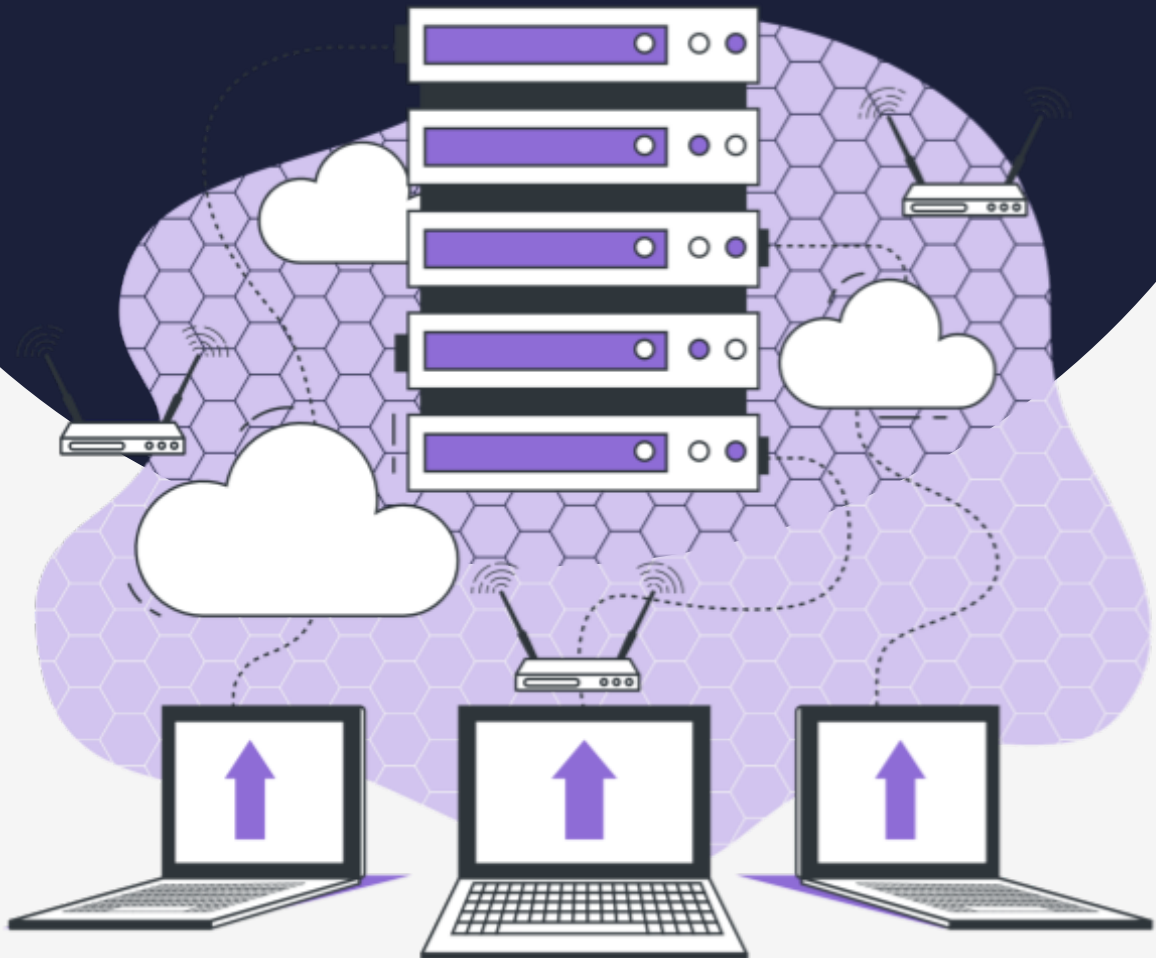


JavaScript Fundamentals – 3

Assignment



1. Create an object representing a car with properties like "make," "model," and "year." Write a function to display all the properties of the car.
2. Define an object that represents a student's information including name, age, and grade. Implement a method to update the student's grade.
3. Write a program that takes an object as input and returns the number of properties it has.
4. Develop a program that accepts an object and a property name, and checks if the object has the specified property.
5. Write a JavaScript program that calculates the area of a circle using the Math object's properties and methods.
6. Create a function that takes a string as input and returns the string reversed using string manipulation techniques.
7. Build a program that utilizes a Map to store user information (name, age, email) and allows adding, updating, and deleting user records.

