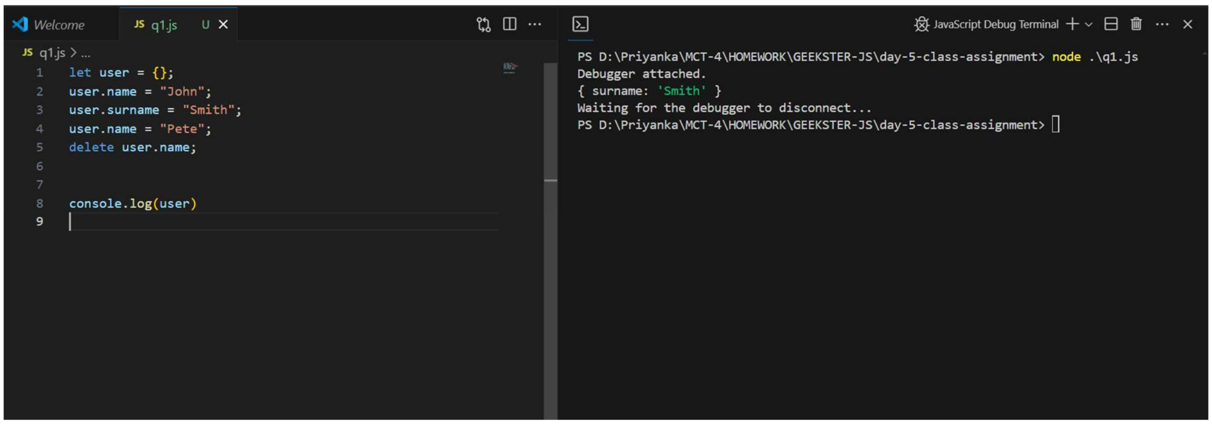
Q1.) Write the code, one line for each action:

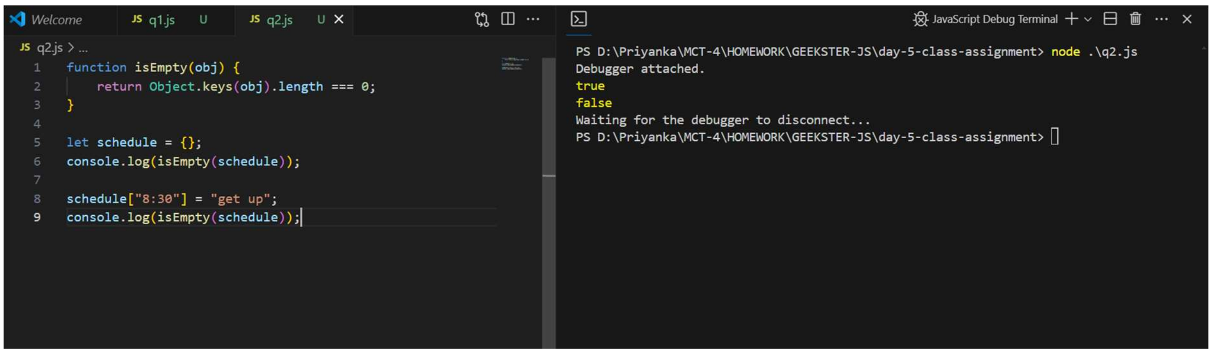
1. Create an empty object user.
2. Add the property name with the value John.
3. Add the property surname with the value Smith.
4. Change the value of the name to Pete.
5. Remove the property name from the object.



```javascript
let user = {};
user.name = "John";
user.surname = "Smith";
user.name = "Pete";
delete user.name;


console.log(user)

```

```
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment> node .\q1.js
Debugger attached.
{ surname: 'Smith' }
Waiting for the debugger to disconnect...
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment>
```

Q2.) Write the function isEmpty(obj) which returns true if the object has no properties, false otherwise.
Should work like that:
let schedule = {};
alert(isEmpty(schedule)); // true
schedule["8:30"] = "get up";
alert(isEmpty(schedule)); // false



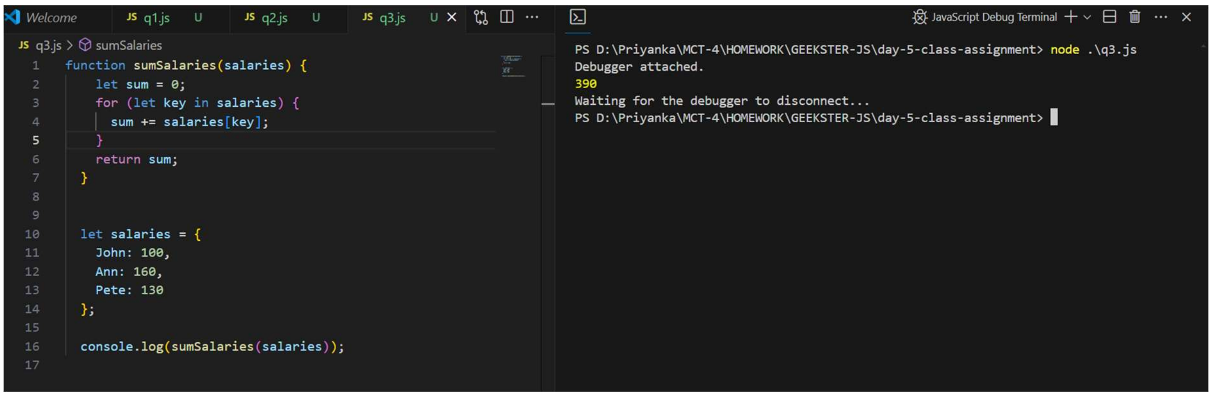
```javascript
function isEmpty(obj) {
    return Object.keys(obj).length === 0;
}

let schedule = {};
console.log(isEmpty(schedule));

schedule["8:30"] = "get up";
console.log(isEmpty(schedule));
```

```
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment> node .\q2.js
Debugger attached.
true
false
Waiting for the debugger to disconnect...
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment>
```

Q3.) We have an object storing salaries of our team:

let salaries = {
  John: 100,
  Ann: 160,
  Pete: 130
}

Write the code to sum all salaries and store in the variable sum. Should be 390 in the example above. If salaries is empty, then the result must be 0.



```javascript
function sumSalaries(salaries) {
    let sum = 0;
    for (let key in salaries) {
      sum += salaries[key];
    }
    return sum;
  }


  let salaries = {
    John: 100,
    Ann: 160,
    Pete: 130
  };

  console.log(sumSalaries(salaries));
```

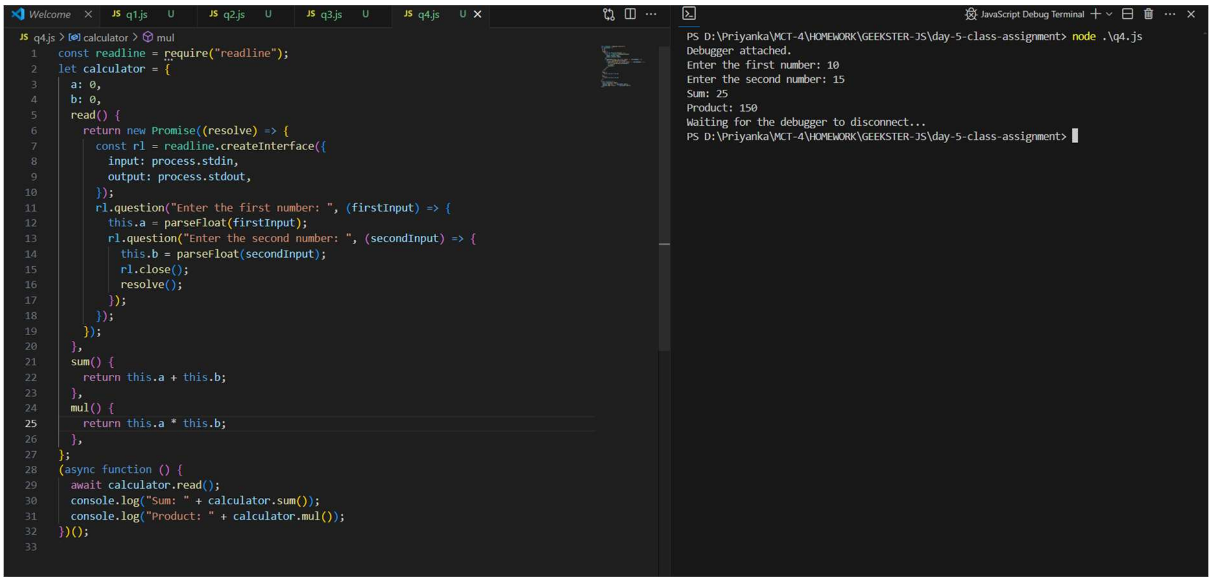
```
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment> node .\q3.js
Debugger attached.
390
Waiting for the debugger to disconnect...
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment>
```

Q4.) Create an object calculator with three methods:

- read() prompts for two values and saves them as object properties with names a and b respectively.
- sum() returns the sum of saved values.
- mul() multiplies saved values and returns the result.

let calculator = {
  // ... your code ...
};

calculator.read();
alert(calculator.sum());
alert(calculator.mul());



```javascript
const readline = require("readline");
let calculator = {
  a: 0,
  b: 0,
  read() {
    return new Promise((resolve) => {
      const rl = readline.createInterface({
        input: process.stdin,
        output: process.stdout,
      });
      rl.question("Enter the first number: ", (firstInput) => {
        this.a = parseFloat(firstInput);
        rl.question("Enter the second number: ", (secondInput) => {
          this.b = parseFloat(secondInput);
          rl.close();
          resolve();
        });
      });
    });
  },
  sum() {
    return this.a + this.b;
  },
  mul() {
    return this.a * this.b;
  },
};
(async function () {
  await calculator.read();
  console.log("Sum: " + calculator.sum());
  console.log("Product: " + calculator.mul());
})();
```

```
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment> node .\q4.js
Debugger attached.
Enter the first number: 10
Enter the second number: 15
Sum: 25
Product: 150
Waiting for the debugger to disconnect...
PS D:\Priyanka\MCT-4\HOMEWORK\GEEKSTER-JS\day-5-class-assignment>
```