

Hello, object

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.

Check for emptiness

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
```

Sum object properties

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.

Multiply numeric property values by 2

Create a function `multiplyNumeric(obj)` that multiplies all numeric property values of `obj` by 2.

For instance:

```
// before the call  
let menu = {  
  width: 200,  
  height: 300,  
  title: "My menu"  
};
```

```
multiplyNumeric(menu);
```

```
// after the call  
menu = {  
  width: 400,  
  height: 600,  
  title: "My menu"  
};
```

Please note that `multiplyNumeric` does not need to return anything. It should modify the object in-place. P.S. Use `typeof` to check for a number here.