Exercises: JavaScript Objects

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1. Make a Rectangle class that stores a width and a height. Make a few instances and print out the properties. Modify a few of the properties and print out the results again.

**Refer AssignmentQ1.html file.**

1. Add a getArea method. Use the prototype property.

**Refer AssignmentQ2.html file.**

1. Assuming that the Rectangle constructor takes a width and a height, why does the following output 20 instead of 200? (Hint: if you see an answer that seems too obvious to be what I am looking for, it probably *is* the answer I am looking for.)

Rectangle r = new Rectangle(4, 5); r.hieght = 50;

r.getArea(); --> 20 // Not 200

**Refer AssignmentQ3.html file.**

1. Make a variable whose value is an object with firstName and lastName properties, but don’t define a Person class first. Try looking up the first and last names. Try changing the last name. It seems very odd to Java programmers to make an object without first defining a class, but JavaScript pro- grammers do this sort of thing all the time.

**Refer AssignmentQ4.html file.**

1. Try reading the middleName property from your variable above. Try assigning to the middleName property. Try reading the property again after you assign to it. Is this behavior a good thing or a bad thing?

**Refer AssignmentQ5.html file.**

1. Create a string that contains what looks like an object with firstName and lastName properties. Use “eval” to turn it into a real object, and test it the same way you did with the previous object that you created directly.

**Refer AssignmentQ6.html file.**

1. Do the same with JSON.parse. You have to follow strict JSON rules in this case.

**Refer AssignmentQ7.html file.**

* 1. Write a JS program to create object of person with fields as follows:- fname - string

lname - string age - int

skills - array address - object

city - string pincode - int

dateOfBirth - Date married - Boolean profession - string

Create minimum 2 objects and display the object's detail uisng global print method. CODE::function person(fname,lname,age,skills,dateofbirth,address,married,profession)

{

this.fname=fname; this.lname=lname; this.age=age; this.skills=skills; this.dateofbirth=dateofbirth; this.address=address; this.married=married; this.profession=profession;

}

person1=new person("nikhil","goud",22,["c"],"24/10/1996",{city:"hyderabad",pincode:"521185"},"false","sr analyst")

person2=new person("harish","chinna",21,"HTML","08/06/1997",{city:"Ameerpet",pincode:"500038"},"false","jr analyst")

print=function()

{

console.log(person1); console.log(person2);

}();

* 1. Modify the above program to create 2 objects, amitabh and abhishek, here abhishek has some common properties from amitabh, try to use it such common properties from amitabh instead of creating it in abhishek.

CODE::function person(fname,lname,age,skills,dateofbirth,address,married,profession)

{

this.fname=fname; this.lname=lname; this.age=age; this.skills=skills; this.dateofbirth=dateofbirth; this.address=address; this.married=married; this.profession=profession;

}

amithab=new person("amithab","bachan",22,["c"],"24/10/1996",{city:"hyderabad",pincode:"521185"},"false","sr analyst")

abhisheik=new person("abhisheik",21,"HTML","08/06/1997","false","jr analyst") var abhisheik=Object.create(amithab);

print=function()

{

console.log(amithab); console.log(abhisheik.lname); console.log(abhisheik.address);

}();

* 1. Modify the above code to create third object as "Aaradhya", this object shares the common properties from amitabh as well as abhishek accordingly demostrate on your own.
  2. Create a JS program to implement below:- BankAccount

|(accountNumber)

|(accountHolderName)

|(accountBalance)

| |

Savings Current

(isSalary) (odLimit)

Now,

create 1 object of savings with accountNumber, accountHolderName, accountBalance and isSalary. create 1 object of currrent with accountNumber, accountHolderName, accountBalance and odLimit.

use savings account object to call a function withdraw(amount), that will subtract the amount from the accountBalance, Note that accountBalance should not go below 0.

use current account object to calla function withdraw(amount), that will subtract the amount from the accountBalance, Note that accountBalance should not go below negative of odLimit.

Now, call getCurrentBalance() from both the object, that will return the accountBalance of the object used to call this method.