# Instructions to Create a Class with Multiple Tasks

Create a Class:

1. Name the class JavaScriptTasks.

2. Inside the class, define methods for each task.

Task 1: map() to Transform Data:

Create a method squareNumbers() that accepts an array of numbers and returns a new array where each number is squared.

Task 2: filter() Even Numbers:

Create a method getEvenNumbers() that accepts an array of numbers and returns a new array containing only even numbers.

Task 3: reduce() to Find Sum:

Create a method findSum() that accepts an array of numbers and returns the sum of the numbers using reduce().

Task 4: Closure for Counter:

Create a method createCounter() that returns a function which increments a counter each time it is called.

Task 5: Implement Promises for Asynchronous Code:

Create a method fetchDataWithPromise() that simulates fetching data with a setTimeout and returns a Promise which resolves after 2 seconds.

Task 6: Async/Await for Asynchronous Operations:

Create a method fetchDataWithAsync() that simulates fetching data using async/await.

Task 7: bind() to Change Function Context:

Create a method bindSayHello() that uses bind() to change the context of a sayHello function to a new object.

Task 8: Use setInterval to Create a Timer:

Create a method startTimer() that prints 'Tick' every second, and stops after 5 seconds.

Task 9: Debounce Function:

Create a method debounceFunction() that simulates debounce behavior and logs a message after a delay.

Task 10: Create a Class with Constructor and Method:

Create a method greetPerson() that uses a Person class with a constructor for name and age, and a method greet() to log a greeting.