

Assignment of JS – (Level - 5)

Q1: Create a program that generates a random number representing a dice roll. The number should be between 1 and 6.

Q2: Create an object representing a car that stores the following properties for the car: name, model, and color. Print the car's name.

Q3: Create an object representing a person with their name, age, and city. Edit the person's city to change it to "New York". Add a new property for the country and set it to "United States".