Adv JS Day1

- 1. Using Constructor method for creating Objects, write a script that allows you to create a rectangle object that
- Should have width and height properties.
- Implement two methods for calculating its area and perimeter.
- Implement displayInfo() function to display a message declaring the width, height, area and perimeter of the created object.
- 2. Create your own custom object that has getSetGen as function value, this function should generate setters and getters for the properties of the caller object. This object may have description property of string value if needed Let any other created object can use this function property to generate getters and setters for his own properties Avoid generating getters or setters for property of function value.

Hint:

if getSetGen() applied on any other object it should generate getters and setters for all of the applied object properties.

i.e. if you have the following object

obj = {id:"SD-10",location:"SV", addr:"123 st.", getSetGen:

function(){/*should be implemented*/}}

using of getSetGen() will generate the following getId(), setId(), getLocation(), setLocation(), getAddr(), setAddr().

If you created the following object

var user = { name:"Ali",age:10}

When applying getSetGen() on user object (you can use call or

bind or apply), it will result in creating the following:

getName(), getAge(), setName(), setAge().

- 3. make a function constructor to create a book object every book should have (name, price, author) properties. And the author is a function constructor too that has (name and email property).
 - Then make your own interface and ask the user for number of books would be entered as fig a



Fig. a

- Create an array of books objects and fill its data from the user throw a validated form.
- After the user enters the needed data for all number of books fill a table with this data each row contains a book info with edit and delete buttons
 - Edit button: when it clicked all table fields be editable so the user could update the book info and could save the changes or cancel it
 - Delete button: will delete the book and whole row.

Note: any changes made on the books should updates the array of the books objects.





