

Lab 06 : Introduction to JavaScript

1. Declare variables which should hold data of following types. You may assign some value according to variable type to the variables
 - a. Integer
 - b. Boolean
 - c. String
 - d. Date
 - e. undefined
 - f. Array of integers
 - g. Array of Strings
 - h. Array of Mixed elements
 - i. Object with properties (ID is 1, Name is "ABC")
2. Provide different inputs to following functions in given code and see what they return (you may use console.log to print output) Number parseInt parseFloat

For example

```
var abc = Number("1212a");  
console.log(abc);
```

3. Write a function which checks and prints only the string type properties of an object.
4. Write a function which checks number till given input/parameter is odd or even. 5. Write a function which checks given input/parameter:
 - a. If input/parameter is below speedlimit of 70 print => 'Good Safe Driving'
 - b. If input/parameter is above speedlimit of 70, every 5 kilometers is Penalty Point, print => 'Speed Limit Crossed by Penalty Point' + Point
 - c. If Driver gets more than 10 penalty points ie. above the speed limit 120, print => 'License Suspended'
6. Write an arrow function which calculate the sum of marks provided in an array, average it and also show Grade. Follow Grading Policy.
7. Write an anonymous program to reverse a string

8. Write a function which returns a list of elements which contains at least one character as digit.
9. Write a function which can check if a given object is empty or not. If not empty, then display all the keys as well as values of an object. (Also values of nested objects)
10. Find the number of occurrences of minimum value in the numbers list and replace all the occurrences with -1 value.