

1) Using ES6 new Syntax & features:

Write a script to create different shapes (rectangle, square, circle) make all of them inherits from shape class.

- a. each shape contains two functions to calculate its area and its parameter.
- b. Display the area and each object parameter in your console by overriding toString().
- c. Make your classes in an external file and import them in a module to create objects

2) Proxy

create a dynamic object using Proxy such that it has only the following properties

- a. name property that accepts only string of 7 characters.
- b. address property that accepts only string value.
- c. age property that accepts numerical value between 25 and 60.

3) generator

Create a generator that returns fibonacci series that takes only one parameter. Make two different implementations as described below:

- a. the parameter passed determines the number of elements displayed from the series.
- b. the parameter passed determines the max number of the displayed series should not exceed its value.

4) iterator

Create an iterable object by implementing @@iterator method
i.e. Symbol.iterator, so that you can use for..of and retrieve its
properties. retrieving the object properties and its values.