Calculator Object

In this exercise, we are going to write a calculator with a unique attribute using an object. The goal of this exercise is to learn about combining objects, functions and arrays.

1. Start creating an empty object
2. Add four functions to the object with the following keys: add, subtract, multiply, divide. Each function should accept two numerical parameters.
3. In each of the corresponding, perform an addition, subtraction, multiplication and division of the two parameters. Return the result.
4. Outside of the object, create an array of numbers. Try to do 10 random numbers in the array.
5. Create another function find 'largestNumber' that is added to the object. This function will have 1 parameter that will take an array.
6. Sort through the array to find the largest number and return it.
7. Call each of the functions on the object.