Exercise 1: Create a Simple Book Object

Objective:

Create a JavaScript object to represent a book in a library catalog. The book should have properties for `title`, `author`, `ISBN`, and `isCheckedOut`, and it should have a method to toggle the `isCheckedOut` status.

Instructions:

1. Define an object named `book`.
2. Add properties for `title`, `author`, `ISBN`, and `isCheckedOut`.
3. Add a method named `toggleCheckOutStatus` that toggles the `isCheckedOut` property.

Exercise 2: Create a Shopping Cart Object

Objective:

Create a shopping cart object that holds items. Each item should be an object itself. The cart should have methods for adding items, removing items, and calculating the total price.

Instructions:

1. Define a `shoppingCart` object.
2. Add a property `items` that will hold an array of objects. Each object represents an item with properties `name`, `price`, and `quantity`.
3. Add a method `addItem(name, price, quantity)` that adds an item to the cart. If the item already exists, increase the quantity.
4. Add a method `removeItem(name)` that removes an item from the cart.
5. Add a method `calculateTotal()` that returns the total cost of the ite