Object Oriented JavaScript Exercises

1. Create an OO JavaScript "cheat sheet" that includes:

- Creating objects using
    - object literal
    - constructor function
        - Creating instances of objects
    - accessing object attributes and methods
    - prototypical objects

The file should have comments (denoted with a //) to explain each piece of code.

1. Write a method that lists the properties of a JavaScript object. (Hint: loops!)

2. Create an object called `Multiplier` with two methods: `multiply` and `getCurrentValue`. `multiply` should initially return the number supplied * 1 and from then on whatever the current value is times the number supplied. `getCurrentValue` should return the last answer returned from multiply.

3. Create an object to represent a record player called Jukebox. Create another object to represent a Record. The Jukebox should be able to tell you what Record is currently playing, and allow you to switch the currently playing record. The currently playing Record returned should be an object that allows you to query for the title and artist of that record as well as the title and artist combined together into one string. Create instances of each object defined to prove that your object model works

4. Implement an object model that allows you to store strings that represent a Photo. Your model should include an Album object that can contain many Photo objects in its photos attribute. Each Album should allow you to add a new photo, list all photos, and access a specific photo by the order it was added. Each Photo should tell you the photo's file name and the location the photo was taken in. Create instances of each object defined to prove that your object model works.

5. Create a prototypical Person object. From this object, extend a Teacher object and a Student object. Each of these objects should have attributes and methods pertinent to what they describe. Also create a School object that should be able to store instances of students and teachers. Make sure to write code afterwards that creates instances of these objects to make sure that what you've written works well and you're able to store the necessary data in each object.