

Non primitive data types

Assignment on Objects

1. Creating and Accessing Objects:

- Create an object named person with properties: firstName, lastName, age, and address (which should itself be an object with properties: street, city, state).
- Write code to access and print each property of the person object.

Assignment on Array :

1. Creating and Manipulating Arrays:

- Create an array named colors containing the values "red", "green", "blue".
- Add "yellow" to the end of the array.
- Remove the first element of the array.
- Insert "purple" at the beginning of the array.