1. **For the given JSON iterate over all for loops (for, for in, for of , forEach)**

const jsonObject = {

name: "DK",

age: 27,

email: "dinesh@gmail.com",

occupation: "Developer"

};

**console.log("For in loop")**

for(let key in jsonObject)

console.log(key , jsonObject [key]);

**console.log("\nFor of loop");**

let convertObject1 = Object.entries(jsonObject);

for(let [key,value] of convertObject1)

console.log(key , value);

**console.log("\nfor loop");**

let convertObject = Object.keys(jsonObject);

for(let i=0;i<convertObject.length;i++)

console.log(convertObject[i], jsonObject[convertObject[i]]);

**console.log("\nForeach loop");**

let convertObject2 = Object.keys(jsonObject);

convertObject2.forEach(key => console.log(key, jsonObject[key]));

1. **Create your own resume data in JSON format.**

var resume = {

"personal information" : {

"name" : "Dineshkumar",

"contact details" : {

"email" : "dinesh@gmail.com",

"ph" : "9524918344",

"address" : "tamilnadu",

}

},

"education" : [

{

"degree" : "BECE",

"school" : "MHSC",

}

],

"experience" : [

{

"position" : "IT operation Team lead",

"Company" : "TVSSCS",

"responsibilities":[

"Troubleshooting and debugging issue",

"front end user support"

]

}

],

"Skills": [

"C",

"C++",

"JS",

"HTML and CSS"

],

"Language " : ["Engilsh, Tamil"]

};

console.log(JSON.stringify(resume,null,2));

1. **Read about the difference between window, screen, and document in Java script.**

* **Window Object,**
  + The “window” object represents the browser windows / frame.
  + It is the global object in client-side JavaScript.
  + It contains properties, methods and events that apply to the whole browser windows.
  + Variables and functions declared globally are attached to the “window” object.
  + Example of properties/methods,
    - window.innerWidth
    - Windows.alart()
    - windows location
* **Screen Object,**
  + The screen object provides the information about the user’s screen, such as the width, height, color depth, etc.
  + It is a property of the window object, so you access it through “window.screen”.
  + Example of the properties:
    - screen.width
    - screen.height
    - screen.colorDepth
* **Document object,**
  + The document object represents the HTML document loaded in the browser.
  + It allows you to manipulate the content and structure of the document.
  + Example of properties/methods,
    - document.getElementById()
    - document.title
    - document.body.