Let's create some JavaScript module assignments to practice organizing and reusing code. These will cover exporting and importing functions, variables, and classes, along with different module patterns.

Basic Exporting and Importing:

1. Math Functions Module:
   * Create a module named mathUtils.js.
   * Export functions for adding, subtracting, multiplying, and dividing two numbers.
   * In a separate file (main.js), import and use these functions to perform some calculations.
2. Constants Module:
   * Create a module named constants.js.
   * Export some constants like PI, E, and GRAVITY.
   * Import and use these constants in another module (physics.js) for calculations.
3. Greeting Module:
   * Create a module named greetings.js.
   * Export a function that takes a name as input and returns a greeting message (e.g., "Hello, [name]!").
   * Import and use this function in your main application file.

Named Exports and Imports:

1. Multiple Exports:
   * Modify the mathUtils.js module to use named exports for each function (e.g., export { add, subtract, multiply, divide };).
   * In main.js, use named imports to import only the add and multiply functions.
2. Aliasing Imports:
   * In main.js, import the multiply function from mathUtils.js and give it an alias times (so you can use it as times(a, b)).

Default Exports:

1. Default Greeting Function:
   * Modify the greetings.js module to use a default export for the greeting function.
   * In your main file, import the greeting function using the default import syntax.
2. Combining Default and Named Exports:
   * Create a module that exports a default function and also some named constants.
   * Demonstrate how to import both the default function and the named constants in another module.

Classes and Modules:

1. Person Class Module:
   * Create a module named person.js.
   * Export a Person class with properties like name, age, and a method greet().
   * Import and use the Person class in your main application file.
2. Using Modules with Classes:
   * Create a module with some utility functions related to people (e.g., isAdult(person)).
   * Import and use these utility functions within the Person class module.