

Exercise 2 (Destructuring etc.)

Create a new file exercise2.js and open it with visual studio code

1. Define a house-object which has two floors, 10 windows, 2 doors, 1 garage and 8 rooms. Extract the number of floors and the numbers of rooms from the object and print the result with console.log(). Use **Destructuring**. Use private fields for instance variables, and public getters and setters.
2. You can use Destructuring with arrays. Write an array and fill it with values. Print the first as well as the fourth value of the array to the console. Use **Destructuring**.
3. Define two variables name and depth as well as a print function, which prints the properties name and depth of an object to the console. Create a new object ocean which consist of the two defined variables and the print function. For this use Object Literal Enhancement. Use the print function of the ocean object.
4. Create two arrays which have values. Create a third array which consist of the two arrays. Use the **spread operator**.
5. Create an object animal. It should have the following properties: height, noise, type. Give these properties matching values. After that create a new variable wingspan and give this variable also a matching value. Create a new object, which extends the object animal and add a new variable. Use private fields for instance variables, and public getters and setters.