JS (Part 5)

Practice Questions

Qs1. Create a program that generates a random number representing a dice roll.
[The number should be between 1 and 6].

Qs2. Create an object representing a car that stores the following properties for the
car: name, model, color.
Print the car's name.

Qs3. Create an object Person with their name, age and city.
Edit their city's original value to change it to "New York".
Add a new property country and set it to the United States.