

Adv JS

1. write a script that allows you to create a rectangle object that
 - Should have width and height properties.
 - Implement two methods for calculating its area and perimeter return value.
 - Implement `displayInfo()` function to display a message declaring the width, height, area and perimeter of the created object.
2. Create your own custom object that has `getSetGen` as function value, this function should generate setters and getters for the properties of the caller object This object may have description property of string value if needed Let any other created object can use this function property to generate getters and setters for his own properties Avoid generating getters or setters for property of function value

Hint:

if `getSetGen()` applied on any other object it should generate getters and setters for all of the applied object properties.

i.e. if you have the following object

`obj = {id:"SD-10",location:"SV", addr:"123 st.", getSetGen:`

`function(){/*should be implemented*/}}`

using of `getSetGen()` will generate the following `getId()`, `setId()`, `getLocation()`, `setLocation()`, `getAddr()`, `setAddr()`.

If you created the following object

`var user = { name:"Ali",age:10}`

When applying `getSetGen()` on user object (you can use call or

bind or apply), it will result in creating the following:

`getName()`, `getAge()`, `setName()`, `setAge()`