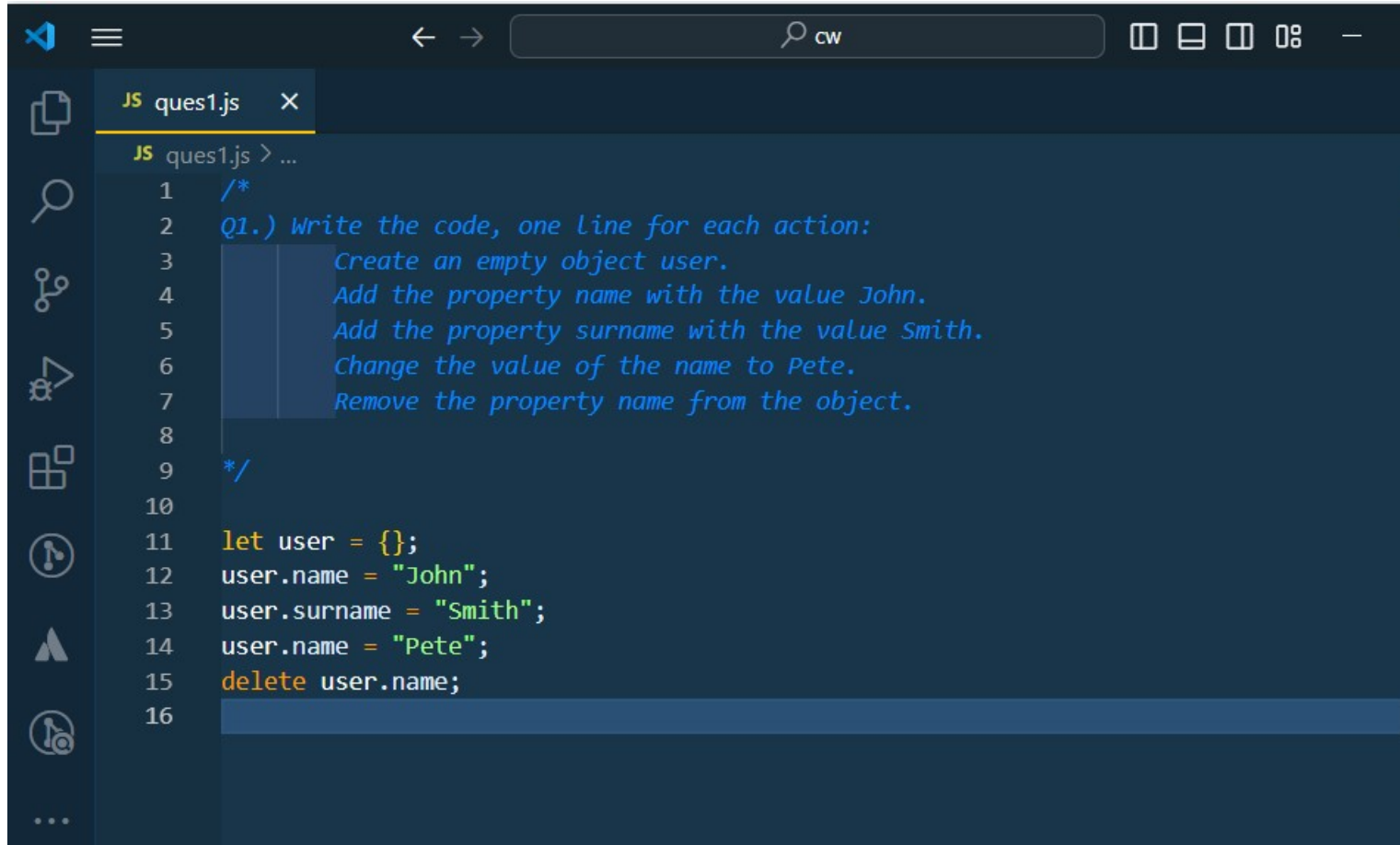


Note : "There are questions included in the comments and their answers within the VS Code files."



```
JS ques1.js > ...
1  /*
2  Q1.) Write the code, one line for each action:
3      Create an empty object user.
4      Add the property name with the value John.
5      Add the property surname with the value Smith.
6      Change the value of the name to Pete.
7      Remove the property name from the object.
8
9  */
10
11 let user = {};
12 user.name = "John";
13 user.surname = "Smith";
14 user.name = "Pete";
15 delete user.name;
16
```

JS ques2.js X

JS ques2.js > ...

```

1  /*
2  Q2.) Write the function isEmpty(obj) which returns true if the object has no properties, false otherwise.
3  Should work like that:
4      let schedule = {};
5      alert( isEmpty(schedule) ); // true
6      schedule["8:30"] = "get up";
7      alert( isEmpty(schedule) ); // false
8
9
10 */
11
12 function isEmpty(obj) {
13     // Get the array of the object's property names
14     return Object.keys(obj).length === 0;
15 }
16
17 // Example usage
18 let schedule = {};
19 console.log(isEmpty(schedule)); // true
20
21 schedule["8:30"] = "get up";
22 console.log(isEmpty(schedule)); // false
23

```



File Edit Selection View Go Run ...



cw



JS ques3.js X



B

JS ques3.js > ...

```
1  /*
2  Q3.) We have an object storing salaries of our team:
3      let salaries = {
4          John: 100,
5          Ann: 160,
6          Pete: 130
7      }
8  Write the code to sum all salaries and store in the variable sum. Should be 390 in the example above.
9  If salaries is empty, then the result must be 0.
10
11  */
12
13  let salaries = {
14      John: 100,
15      Ann: 160,
16      Pete: 130,
17  }; <- #13-17 let salaries =
18
19  let sum = 0;
20  for (let key in salaries) {
21      sum += salaries[key];
22  }
23
```

File Edit Selection View Go Run ...

ques4.js

```
JS ques4.js > ...
1  /*
2
3  Q4.) Create an object calculator with three methods:
4      read() prompts for two values and saves them as object properties with names a and b respectively.
5      sum() returns the sum of saved values.
6      mul() multiplies saved values and returns the result.
7      let calculator = {
8          // ... your code ...
9      };
10
11      calculator.read();
12      alert( calculator.sum() );
13      alert( calculator.mul() );
14
15  */
16
17  let calculator = {
18      // Properties to store the values
19      a: 0,
20      b: 0,
21
22      // Method to read values from the user
23      read() {
24          this.a = parseFloat(prompt("Enter the first number:"));
25          this.b = parseFloat(prompt("Enter the second number:"));
26      },
27
28      // Method to calculate the sum of the values
29      sum() {
30          return this.a + this.b;
31      },
32
33      // Method to calculate the product of the values
34      mul() {
35          return this.a * this.b;
36      },
37  }; <- #17-37 let calculator =
38
39  // Example usage:
40  calculator.read();
41  alert(calculator.sum());
42  alert(calculator.mul());
43
```