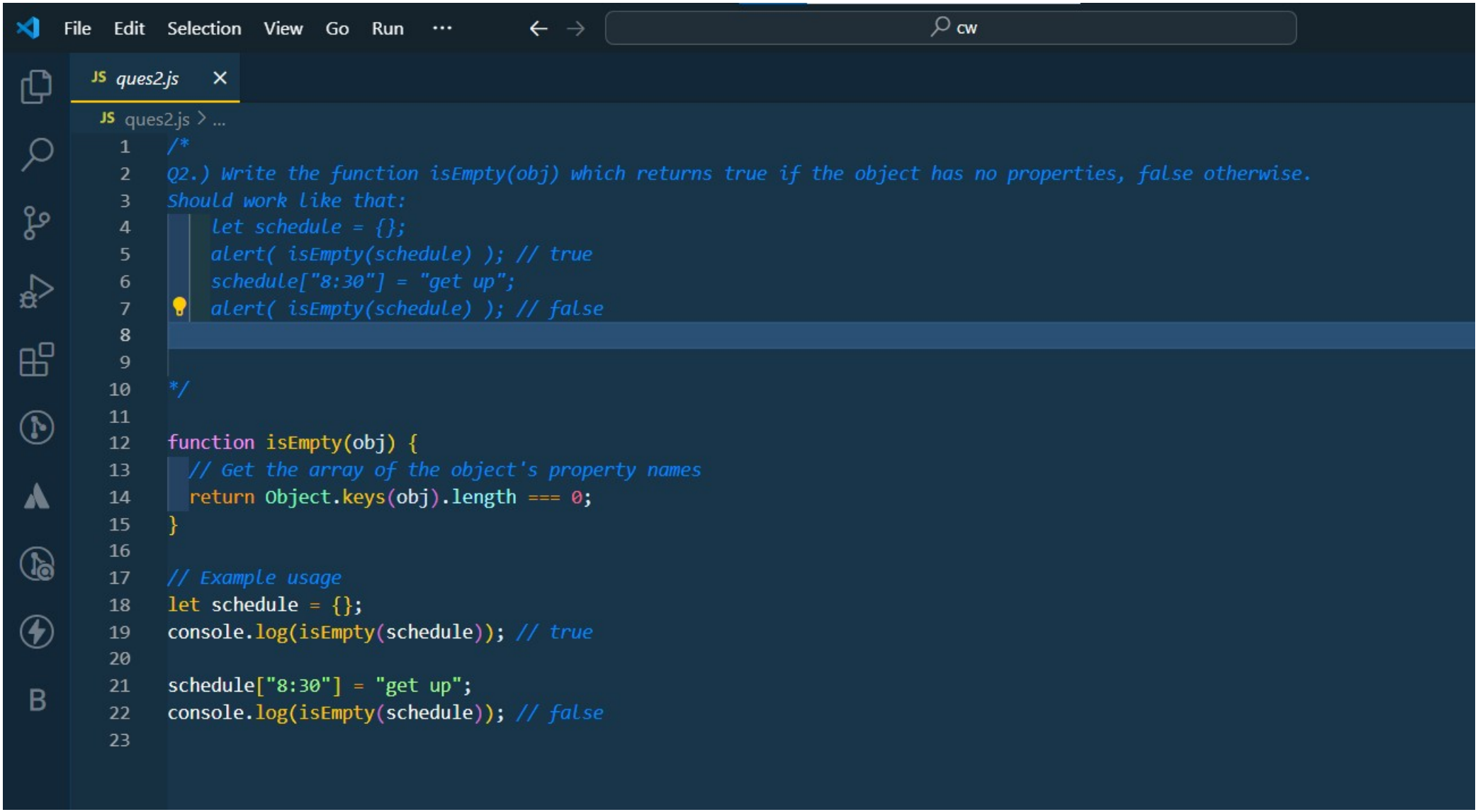
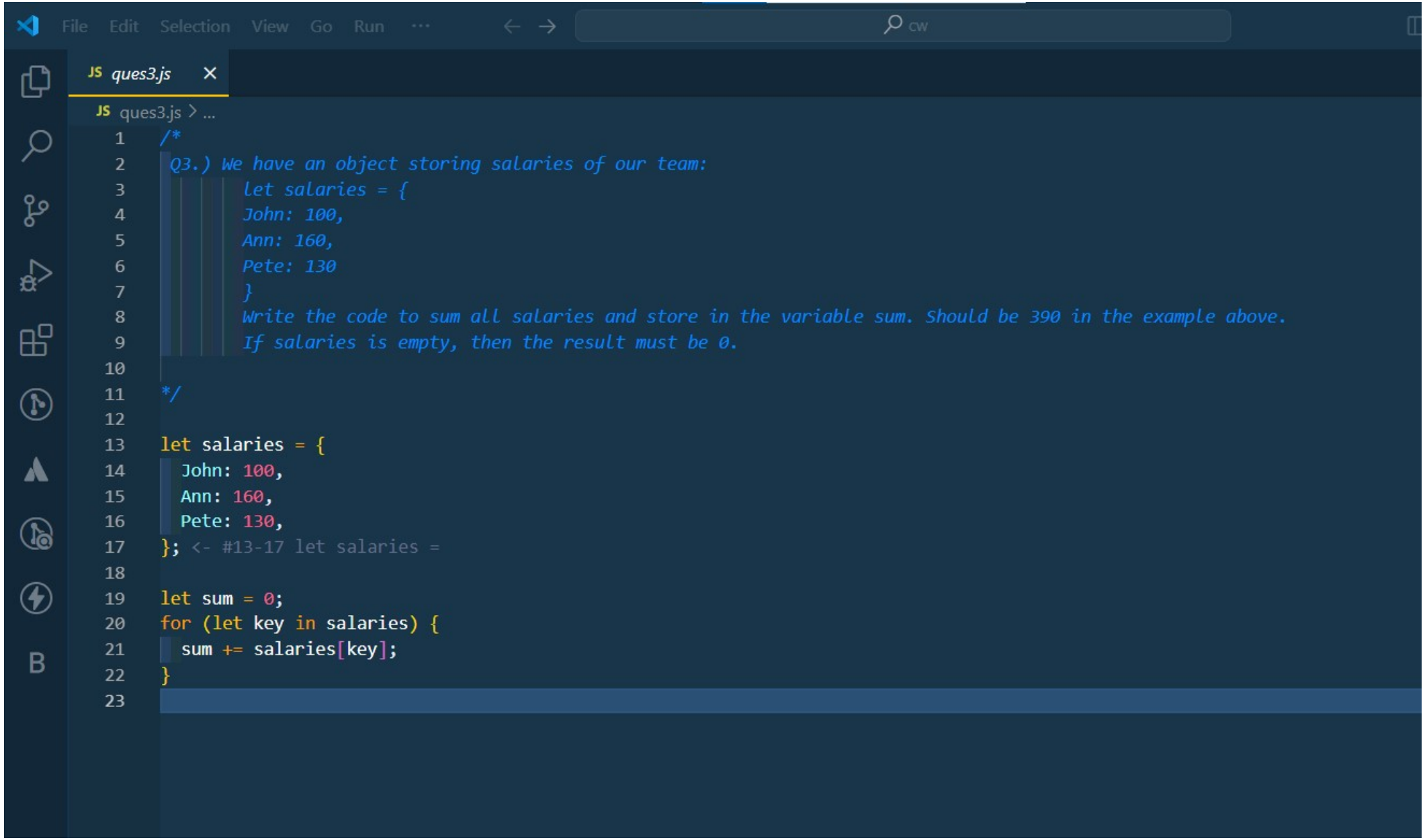
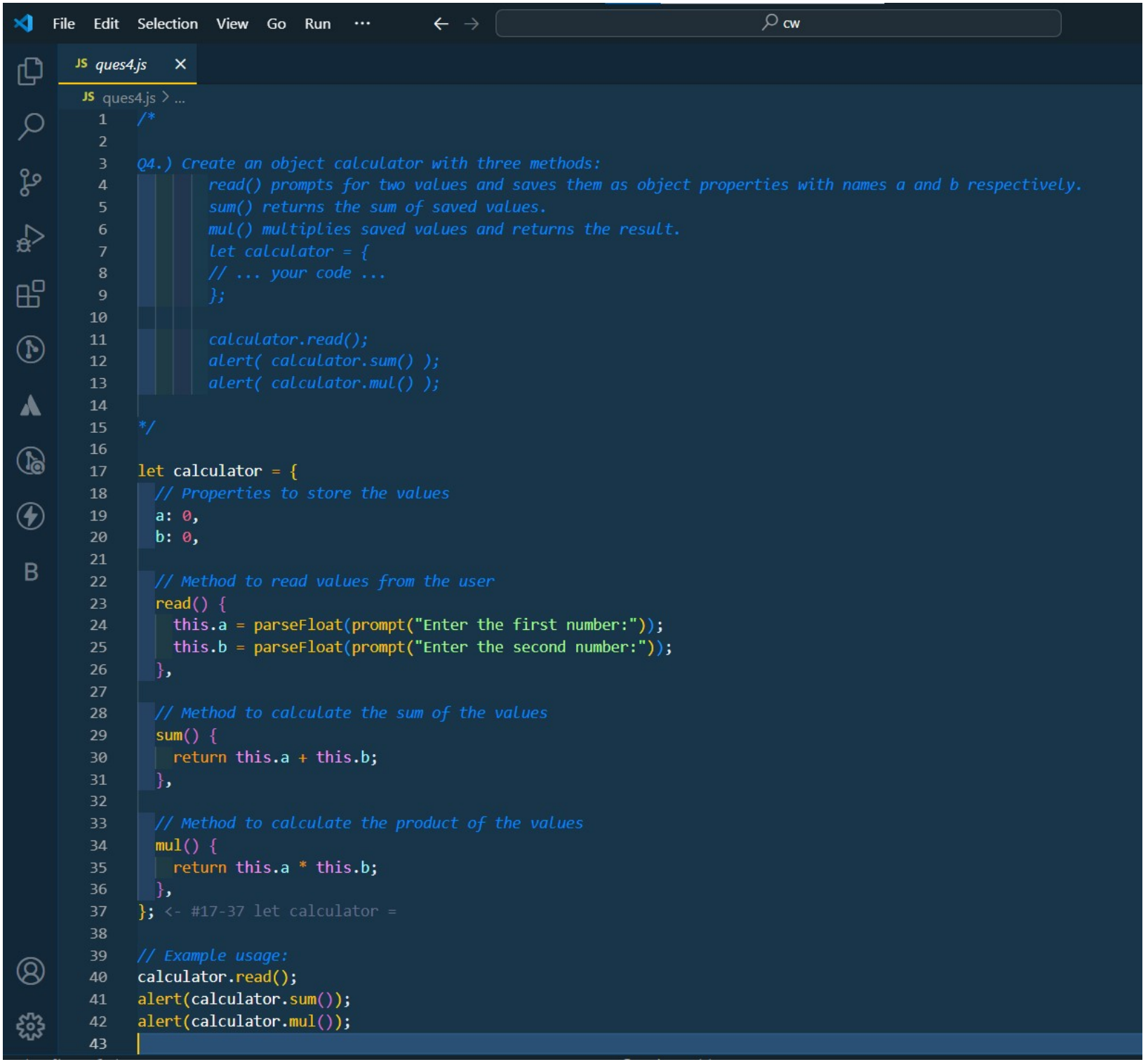
Note : "There are questions included in the comments and their answers within the VS Code files."


File Edit Selection View Go Run ···
cw
ques2.js
ques2.js > ...
/*
Q2.) Write the function isEmpty(obj) which returns true if the object has no properties, false otherwise.
Should work like that:
let schedule = {};
alert(isEmpty(schedule)); // true
schedule["8:30"] = "get up";
alert(isEmpty(schedule)); // false
*/
function isEmpty(obj) {
// Get the array of the object's property names
return Object.keys(obj).length === 0;
}
// Example usage
let schedule = {};
console.log(isEmpty(schedule)); // true
schedule["8:30"] = "get up";
console.log(isEmpty(schedule)); // false


File Edit Selection View Go Run ···
cw
ques3.js
ques3.js > ...
/*
Q3.) We have an object storing salaries of our team:
let salaries = {
John: 100,
Ann: 160,
Pete: 130
}
Write the code to sum all salaries and store in the variable sum. Should be 390 in the example above.
If salaries is empty, then the result must be 0.
*/
let salaries = {
John: 100,
Ann: 160,
Pete: 130,
}; <- #13-17 let salaries =
let sum = 0;
for (let key in salaries) {
sum += salaries[key];
}


File Edit Selection View Go Run ···
cw
ques4.js
ques4.js > ...
/*
Q4.) Create an object calculator with three methods:
read() prompts for two values and saves them as object properties with names a and b respectively.
sum() returns the sum of saved values.
mul() multiplies saved values and returns the result.
let calculator = {
// ... your code ...
};
calculator.read();
alert(calculator.sum());
alert(calculator.mul());
*/
let calculator = {
// Properties to store the values
a: 0,
b: 0,
// Method to read values from the user
read() {
this.a = parseFloat(prompt("Enter the first number:"));
this.b = parseFloat(prompt("Enter the second number:"));
},
// Method to calculate the sum of the values
sum() {
return this.a + this.b;
},
// Method to calculate the product of the values
mul() {
return this.a * this.b;
},
}; <- #17-37 let calculator =
// Example usage:
calculator.read();
alert(calculator.sum());
alert(calculator.mul());