# Module 2

4. Write a Javascript program to display account status of a person by accepting his/ her name. You can use following kind of collection to get the information.
   Program would display name, account type and appropriate message based on Account Status value. E.g. for JOHN AccountStatus is 'blocked' so message would be 'You need to activate your account'. If any user has AccountStatus as 'active', message would be 'Account is Active'.

   ```
   var bank= [
     {
       name: 'JOHN',
       account: 'Saving',
       AccountStatus: 'blocked'
     },
     {
       name: 'KATE ',
       account: 'Current',
       AccountStatus: 'active'
     },
     {
       name: 'MIKE',
       account:  'Saving',
       AccountStatus: 'active'
     }];
   ```

5. Write a JavaScript function where the keys become the values and the values become the keys for the given Object:
   {Name: "Sachin", City: "Pune" , Age: "42"}

6. Create a class 'Person' with two properties 'name' and 'location' at constructor level. Create two methods at prototype level, 'eat' and 'introduction' to the 'Person' class. 'eat' displays a message ' I like sea food'. 'introduction' method displays a message 'My name is 'name' and I am from 'location'.
   Create one more class 'Developer', that inherits all the properties from 'Person' class and has its own property named as 'projects'. 'projects' property should be an array containing the projects name on which developer is working. Create a method 'takeleave' at prototype level for 'Developer' class. 'takeLeave' method displays a message 'I am on leave next week'. Override the introduction method of 'Person' class for Developer that will now display a message as ' My name is 'name' , I am from 'location' and I am allocated in - 'projects'' [Will display proper output once I will implement].

   Make sure Developer should be able to access prototype level methods of Person class,
   While instantiating Developer class, name and location of Person should get properly initialized.