Practice Assignment

Module 3	
Sr. No.	**Questions**
1	Discuss the significance of arrays in JavaScript. Provide examples of creating, accessing, and manipulating array elements.
2	Explain the concept of objects in JavaScript. How are objects created, and how do you access their properties and methods?
3	Define and demonstrate the concept of function declaration and invocation in JavaScript. Provide examples of passing parameters to functions.
4	Discuss the importance of scope in JavaScript functions. Describe the differences between global scope and local scope.
5	Explore the features introduced by ES6 in JavaScript. Highlight the benefits of using let and const for variable declaration.
6	How do arrow functions differ from regular functions in JavaScript? Provide examples and discuss their advantages.
7	Create a JavaScript program that uses conditionals and loops to simulate a basic game or interactive scenario.
8	Design a program that utilises arrays to store and manipulate a list of items. Implement functions to add, remove, and update

	array elements.
9	Build an example of a JavaScript object that represents a real-world entity, complete with properties and methods.
10	Develop a JavaScript function that takes in a parameter and returns a processed result. Explain its purpose and how it works.