ES6 Assignments Day-II

1. **Generators:** Write a program that returns next Armstrong number after calling getNextArmstrong() method. Add functionality to reset generating Armstrong number from zero. In case, Armstrong number goes above ten thousand then throw an error.
2. **Collections:** Using Set & Map, create a static data for chatting application. Here we have 2 chatrooms, every chatroom is having 3 users & every user has posted different messages in a chat room. Note that one user can belong to a single chat room only. Now you need to find out how you will hold this data using Set & Map data structures. Also add functionality to get list of all users from a specific chatroom & listing down all message from a chatroom.
3. **Promises:** Create 2 promises, one generates value of x & another generates value of you. Write a program to print sum of x & y. (Use Promise.all)
4. **TypeScript classes & types:** Write a class Account with attributes id, name, balance. Add two sub classes SavingAccount & CurrentAccount having specific attribute interest & cash\_credit respectively. Create multiple saving & current account objects. Write a functionality to find out total balance in the bank.
5. **TypeScript Interfaces:** Write an interface Printable. Create 2 objects circle & employee those implement Printable interface. Write a function printAll() that takes all objects as argument & invoke print() method on every object.