**Js practicals**

**Online Shopping Cart:**

**Create a program where users can add items to their shopping cart. Implement functionalities to calculate the total price of items added and provide discounts based on certain conditions using if-else statements.**

**Event Scheduler:**

**Develop an event scheduler where users can add events with their respective dates and times. Use objects to represent each event and implement a loop to display upcoming events in chronological order.**

**Temperature Converter:**

**Write a program that converts temperatures from Celsius to Fahrenheit and vice versa. Use if-else statements to determine the conversion based on user input and utilize objects to store temperature values.**

**Student Grade Tracker:**

**Design a system to track student grades for multiple subjects. Use objects to represent each student and their respective grades. Implement loops to calculate average grades and use if-else statements to determine their performance (e.g., pass or fail).**

**Library Book Management:**

**Create a library management system where users can add books, check their availability, and borrow them. Use objects to represent books and implement if-else statements to handle borrowing rules (e.g., maximum number of books a user can borrow).**

**Music Playlist Shuffle:**

**Develop a music playlist application that allows users to add songs and shuffle the playlist. Use objects to represent songs and implement loops to shuffle the playlist. Use if-else statements to handle user interactions (e.g., play, pause, skip).**

**Bank Account Management:**

**Build a program to manage bank accounts where users can deposit, withdraw, and check their balance. Use objects to represent bank accounts and implement if-else statements to handle transactions (e.g., overdraft protection).**

**Quiz Game:**

**Design a quiz game with multiple-choice questions. Use objects to represent questions and choices. Implement loops to display questions and if-else statements to check user answers.**

**Travel Planner:**

**Create a travel planner where users can input their destination and travel dates. Use objects to represent destinations and implement if-else statements to display travel recommendations based on weather conditions.**

**Task Manager:**

**Develop a task manager application where users can add, delete, and mark tasks as completed. Use objects to represent tasks and implement loops to display tasks. Utilize if-else statements to handle task status updates.**