

JavaScript Objects

Duration: 4 Hour

Basic

1-JavaScript objects

1. Create an object with properties name, age, and gender and print its values to the console.

```
Example:
   Input: { name: "Adam", age: 25, gender: "male" };
   Output: Adam 25 male
```

2. Create an object and add a new property to it using dot notation.

```
Example:
    Input: { name: "Adam", age: 25 }, gender: "male";
    Output: { name: "Adam", age: 25, gender: "male" }
```

3. Create an object and add a new property to it using bracket notation.

```
Example:
    Input: { name: "Adam", age: 25 }, "gender": "male";
    Output: { name: "Adam", age: 25, gender: "male" }
```

4. Access the value of a property in an object using dot notation.

```
Example:
    Input: { name: "Adam", age: 25 }, "name";
    Output: "Adam"
```

5. Access the value of a property in an object using bracket notation.

```
Example:
    Input: { name: "Adam", age: 25 }, "name";
    Output: "Adam"
```



6. Use a for-in loop to iterate through the properties of an object.

```
Example:
Input: { name: "Adam", age: 25, gender: "male" };
Output: name: Adam, age: 25, gender: male
```

7. Use the Object.keys() method to get an array of an object's properties.

```
Example:
    Input: { name: "Adam", age: 25, gender: "male" };
    Output: ["name", "age", "gender"]
```

8. Use the Object.values() method to get an array of an object's values.

```
Example:
Input: { name: "Adam", age: 25, gender: "male" };
Output: ["Adam", 25, "male"]
```

9. Use the Object.entries() method to get an array of key-value pairs for an object.



10. Use the Object.assign() method to merge two objects.

11. Use the Object.freeze() method to prevent changes to an object.

```
Example:
    Input: { name: "Adam", age: 25 };
    Output: { name: "Adam", age: 25 }
```

12. Use the Object.seal() method to prevent changes to an object's properties but allows changes to its values.

```
Example:
    Input: { name: "Adam", age: 25 };
    Output: { name: "Adam", age: 25 }
```



13. create a simple To-Do List application with the following:

The HTML structure provides the layout for the To-Do List application. It includes:

- An input field for entering tasks.
- A button for adding tasks to the list.
- · An unordered list for displaying tasks.



Create a Class **ToDo**, The class will handle the logic for adding, completing, and deleting tasks.

- · Class Properties:
 - o todoList: References the unordered list element where tasks will be displayed.
 - o todoInput: References the input element for entering tasks.
 - addButton: References the "Add Task" button.
- Class Methods:
 - 1. addTask(): Adds a new task to the list with "Complete" and "Delete" buttons.
 - 2. toggleComplete(task): Toggles the "**completed**" state of a task (complete button make the task color gray with line through).
 - 3. deleteTask(task): Removes a task from the list.

