<u>Assignment</u>

<u>Task 1: Calculator Object</u>

Create a JavaScript object named `Calculator` that has methods for basic arithmetic operations (addition, subtraction, multiplication, division). Then, create a program that does the following:

a. Define the `Calculator` object with methods for each operation.
b. Ask the user to input two numbers and select an operation.
c. Perform the selected operation using the `Calculator` object's methods.
d. Display the result to the user.

<u>Task 2: Student Object</u>

Create a JavaScript object named `Student` that represents a student's information (name, age, grade). Include methods to set and display the student's information. Then, create a program that does the following:

a. Define the `Student` object with methods to set and display the student's information.
b. Ask the user to input a student's name, age, and grade.
c. Use the `Student` object's methods to set and display the student's information.

<u>Task 3: Book Inventory Object</u>

Create a JavaScript object named `BookInventory` to manage a list of books. Include methods to add a book, remove a book, and list all books in the inventory. Then, create a program that does the following:

a. Define the `BookInventory` object with methods to manage the book list.
b. Allow the user to add books to the inventory by entering book details (title, author, ISBN, quantity).
c. Allow the user to remove books from the inventory by ISBN.
d. Display the list of all books in the inventory.