**MUHAMMAD TALHA**

**QUESTION NO 1 /\* write the code ,one line for each action;**

  1. Create an empty object user.

2. Add the property name with the value john

3. Add property surname with the value smith

  4. Change the value of name to pete

  5. Remove the property name from the object\*/

   const user={

   };

   user.name='john';

   user.surname='smith';

  console.log(user.name);

   console.log(user.surname);

    user.name='pete';

  console.log(user.name);

    delete user.name;

    console.log(user.name);

  Question no 2

    Check if an object is empty or not?\*/

 const obj={};

  if(!Object.keys(obj).length){

    console.log('obj is empty');

  }

  else{

  console.log('obj is not empty')

  }

QUESTION NO 03

 /\*  we have an object storing salaries of our team

  let salaries={

    john:100;

    ann:160;

    pete:130;

  }

Write the code to sum alls salaries and store in the variable sum ,should be 390 in the example above

  if salaries is empty then the result miust be 0;

  \*/

  let salaries={

    john:100,

    ann:160,

    pete:130,

  };

  let sum,arr;

  arr=Object.values(salaries);

  sum=0;

  arr.forEach((val)=>{

    sum+=val;

})

  console.log(sum);

Question no 4

    Create a function multiplyNumeric(obj) that multiplies

all numeric property values of obj by 2.

For instance:

// before the call

let menu = {

  width: 200,

  height: 300,

  title: "My menu"

};

Please note that multiplyNumeric

does not need to return

anything. It should modify the object in-place.

P.S. Use typeof to check for a number here.

\*/

let menu = {

    width: 200,

    height: 300,

    title: "My menu"

  };

  console.log(menu);

  function multiplynumeric(obj){

    Object.keys(obj).forEach((key,index)=>{

     if(typeof obj[key]==='number')

     obj[key]\*=2;

    })

}

multiplynumeric(menu);

console.log(menu);

Question 5

Create a parameterized function inside an object

\*/

const obj1={

    paramterized\_func: function name(para){

        return para;

    }

};

const val= obj1.paramterized\_func('shery');

console.log(val);