

### 1. Create a Simple Class:

- Write a code to create a class `Person` with a constructor that initializes `name` and `age` properties.

### 2. Add Method to Class:

- Write a method inside the `Person` class to return a greeting message like "Hello, my name is [name]".

### 3. Instantiate a Class:

- Write a code to create an instance of the `Person` class with `name` "John" and `age` 30, and call the greeting method.

### 4. Class Property Initialization:

- Write a class `Car` with `make` and `model` properties initialized in the constructor.

## Arrow Functions

### 5. Basic Arrow Function:

- Write an arrow function that takes two numbers as parameters and returns their sum.

### 6. Arrow Function with Default Parameter:

- Write an arrow function that takes a number and returns its square, with a default parameter of 2 if no argument is provided.

### 7. Arrow Function with No Parameters:

- Write an arrow function that returns a string "Hello, World!" with no parameters.

### 8. Arrow Function with Object Return:

- Write an arrow function that returns an object with properties `name` and `age`.