Es6 lab day3

1) Proxy

create a dynamic object using Proxy such that it has only the following properties

    a· name property that accepts only string of 7 characters.

    b· address property that accepts only string value.

    c· age property that accepts numerical value between 25 and 60.

2) Using ES6 new Syntax & features:

Write a script to create different shapes (rectangle, square, circle) make all of them inherits from shape class.

    a. each shape contains two functions to calculate its area and its parameter.

    b. Display the area and each object parameter in your console by overriding toString().

    c. Make your classes in an external file and import them in a module to create objects.

3) generator

Create a generator that returns fibonacci series that takes only

one parameter. Make two different implementations as described below:

    a. the parameter passed determines the number of elements

displayed from the series.

    b. the parameter passed determines the max number of the displayed series should not exceed its value.

4) iterabtor

Create an iterable object by implementing @@iterator method i.e. Symbol.iterator, so that you can use for..of and retrieve its properties. retrieving the object properties and its values.