

OBJECTMETHODS

1) create a object with name maths properties arr, and arr=[12,3,4,78,3456,89], and create a method to find the largest number in the array with the name large number and create another method with smallest number here you have to return the smallest num in the array

2)

```
let bank={  
  name:"kotak",  
  account:67890900,  
  acname:"pinky",  
  balance:12345,  
  withdraw:function(amt){  
  
  }  
  
}
```

bank.withdraw("1000")

Complete the withdrawal method after withdrawing particular amount you have to set the balance to remaining balance left in your account

2)deposit

Functions in JavaScript

Question 1: Write a function that takes two numbers as parameters and returns their sum.

Question 2: Create a function that takes an array of numbers as input and returns the average of those numbers.

Question 3: Write a function that takes a string as input and returns the reversed version of the string.

Arrow Functions

Question 1: Write an arrow function called `multiplyNumbers` that takes two parameters, `a` and `b`, and returns the product of the two numbers.

For example, The `multiplyNumbers` arrow function takes two parameters `a` and `b` and directly returns their product using the arrow function's concise syntax.

Question 2: Write an arrow function called `isEven` that takes a number as a parameter and returns `true` if the number is even and `false` if it's odd.

For example, The `isEven` arrow function takes a number as a parameter and checks if it is even by using the modulus operator `%`. If the number is evenly divisible by 2 (i.e., the remainder is 0), the function returns `true`, indicating that the number is even. Otherwise, it returns `false`, indicating that the number is odd.

Question 3: Write an arrow function called `greetPerson` that takes a name as a parameter and returns a greeting message.

For example, The `greetPerson` arrow function takes a name parameter and returns a greeting message using template literals (backticks). It concatenates the provided name with the greeting message to create the final string.

