

POO en JS

Sistemas Web

Class declarations

```
class Rectangle {  
    constructor(height, width) {  
        this.height = height;  
        this.width = width;  
    }  
}
```

Class Expressions

```
// unnamed  
let Rectangle = class {  
  constructor(height, width) {  
    this.height = height;  
    this.width = width;  
  }  
};
```

Methods

```
oops x
1 class Rectangle {
2   constructor(height, width) {
3     this.height = height;
4     this.width = width;
5   }
6   // Getter
7   get area() {
8     return this.calcArea();
9   }
10  // Method
11  calcArea() {
12    return this.height * this.width;
13  }
14 }
15
16 const square = new Rectangle(10, 10);
17
18 console.log(square.calcArea()); // 100
19 console.log(square.area); // 100
```

Static methods and properties

```
class Point {  
  constructor(x, y) {  
    this.x = x;  
    this.y = y;  
  }  
  
  static displayName = "Point";  
  static distance(a, b) {  
    const dx = a.x - b.x;  
    const dy = a.y - b.y;  
  
    return Math.hypot(dx, dy);  
  }  
}  
  
const p1 = new Point(5, 5);  
const p2 = new Point(10, 10);  
p1.displayName; // undefined  
p1.distance;    // undefined  
p2.displayName; // undefined  
p2.distance;    // undefined  
  
console.log(Point.displayName); // "Point"  
console.log(Point.distance(p1, p2)); //  
7.0710678118654755
```

Public field declarations

```
class Rectangle {  
    height = 0;  
    width;  
    constructor(height, width) {  
        this.height = height;  
        this.width = width;  
    }  
}
```

Private field declarations

```
class Rectangle {  
    #height = 0;  
    #width;  
    constructor(height, width) {  
        this.#height = height;  
        this.#width = width;  
    }  
}
```

Sub classing with **extends**

+

Super class calls
with **super**

```
class Animal {  
  constructor(name) {  
    this.name = name;  
  }  
  
  speak() {  
    console.log(`${this.name} makes a noise.`);  
  }  
}  
  
class Dog extends Animal {  
  constructor(name) {  
    super(name); // call the super class constructor and pass in the name  
                  parameter  
  }  
  
  speak() {  
    console.log(`${this.name} barks.`);  
  }  
}  
  
const d = new Dog('Mitzie');  
d.speak(); // Mitzie barks.
```