**ES6 Task Day-2**

1. Write a program to create a class called "Person" with properties for name, age and country. Include a method to display the person's details. Create two instances of the 'Person' class and display their details.
2. Write a program to create a class called 'Rectangle' with properties for width and height. Include two methods to calculate rectangle area and perimeter. Create an instance of the 'Rectangle' class and calculate its area and perimeter.
3. Write a program that creates an abstract class called 'Employee' with properties for name and salary. Include a method to calculate annual salary. Create a subclass called 'Manager' that inherits from the 'Employee' class and adds an additional property for department. Override the annual salary calculation method to include bonuses for managers (5000). Create two instances of the 'Manager' class and calculate their annual salary.
4. Write an array and destruct the first and the last two elements and prints them on the console.