

## ECMAScript Lab2

- 1- Create shapeModule.js file that contains Shape class with the following properties
  - a- Has one property (private) color(string) using setter and getter Color.
  - b- Create DrawShape function that print color value**Export it**
- 2- Create SquaresModule.js that contains Rectangle and Square  
Rectangle inherits from Shape and Square Inherits from rectangle  
Rectangle class has two properties width and height with getArea function  
This function calling ShapeDraw function inside  
**Export them**
- 3- Create CircleModule.js that contains Circle class (inherits Shape) with radius ,x and y With getArea function containing circle area and ShapeDraw function call.  
**Export it**
- 4- Create number of shapes and calling getArea function for each inside base.js Module

**Finally:** try all lecture code