JavaScript Lab4

1-Define ball Object in javascript that has the following properties:

a- top, integer that contains the value of the top side position of the ball

b- left, integer that contains the value of the left side position of the ball.

c- radius : integer

d- color : string

f- calculateArea: function that calculate ball area as a circle

g-toString: override the parent function and print ball dimensions values and color.

Now try to create array of balls with different values,

A- loop through array to print all their colors ,areas

B- sort them ascending by top , then by left then display the result on console.

2- Using ES6 create Class Engine with color property (Abstract class), the class has private static count property and move method that print "Moving";

Create Car Class (inherits from Engine class)

Class constructor will take ownerName (private), brandName and productionYear

Class methods:
a- setter and getter for ownerName
b- move() which print car data with "moving" keyword

now start creating objects and count them.