

## Type Script Assignment:

- **Code:**

```
interface Robot {  
    name: string;  
    age: number;  
    batteryLevel: number;  
    isActive: boolean;  
    chargeBattery(amount: number): void;  
    performTask(task: string): string;  
}
```

```
class RobotClass implements Robot {  
    name: string;  
    age: number;  
    batteryLevel: number;  
    isActive: boolean;  
    constructor(name: string, age: number, batteryLevel: number) {  
        this.name = name;  
        this.age = age;  
        this.batteryLevel = batteryLevel;  
        this.isActive = true;  
    }  
}
```

```
chargeBattery(amount: number): void {  
    this.batteryLevel += amount;  
    if (this.batteryLevel > 100) {  
        this.batteryLevel = 100;  
    }  
    console.log(`${this.name} charged. Current battery level:  
    ${this.batteryLevel}%`);  
}  
  
performTask(task: string): string {  
    if (!this.isActive) {  
        return "Robot is inactive.";  
    }  
    if (this.batteryLevel <= 20) {  
        return "Battery is too low to perform tasks!";  
    }  
    this.batteryLevel -= 20;  
    return `Robo is performing ${task}`;  
}  
  
status = (): string => {  
    return `Robot Name: ${this.name}, Age: ${this.age}, Battery Level:  
    ${this.batteryLevel}%, Active: ${this.isActive}`;  
}
```

```
shutdown = (): void => {  
    this.isActive = false;  
    console.log(`${this.name} is shutting down.`);  
}  
  
}  
  
class RobotManager{  
    robots: RobotClass[] = [];  
  
    addRobot(robot: RobotClass): void {  
        this.robots.push(robot);  
    }  
  
    listRobots(): void {  
        this.robots.forEach(robot => {  
            console.log(robot.status());  
        });  
  
        findRobotByName(name: string): RobotClass | undefined {  
            return this.robots.find(robot => robot.name === name);  
        }  
  
        removeRobotByName(name: string): void {  
            this.robots = this.robots.filter(robot => robot.name !== name);  
        }  
  
    }  
}
```

```
const Robot1 = new RobotClass('Robo-1',5,70);
```

```
const Robot2 = new RobotClass('Robo-2',3,10);
```

```
console.log('Status of Robo-1',Robot1.status());
```

```
Robot1.chargeBattery(30);
```

```
console.log('Status of Robo-1',Robot1.status());
```

```
console.log(Robot1.performTask("cleaning"));
```

```
console.log('Status of Robo-1',Robot1.status());
```

```
console.log('Status of Robo-2',Robot2.status());
```

- **Output:**

```
PS D:\Study Material\FSD-Sem VI> tsc assignment1.ts
PS D:\Study Material\FSD-Sem VI> node assignment1.ts
Status of Robo-1 Robot Name: Robo-1, Age: 5, Battery Level: 70%, Active: true
Robo-1 charged. Current battery level: 100%
Status of Robo-1 Robot Name: Robo-1, Age: 5, Battery Level: 100%, Active: true
Robo is performing cleaning
Status of Robo-1 Robot Name: Robo-1, Age: 5, Battery Level: 80%, Active: true
Status of Robo-2 Robot Name: Robo-2, Age: 3, Battery Level: 10%, Active: true
PS D:\Study Material\FSD-Sem VI> 
```