

Advanced JavaScript Part 2

Assignment Questions



Problem 1

Create an object constructor `Person` that takes `name` and `age` as parameters and initializes them. Also, add a method `sayHello` to greet the person.

Problem 2

Create a constructor `Employee` that inherits from the `Person` constructor of problem 1. Add an additional property `designation` and a method `getDetails` to display the employee details.

Problem 3

Create an object `Calculator` with methods `add`, `subtract`, `multiply`, and `divide`. Demonstrate the usage of this within these methods such that method chaining of `add`, `subtract`, `multiply` and `divide` is possible.

Problem 4

Define a base class `Shape` with a method `draw`. Create two subclasses `Circle` and `Rectangle` that override the `draw` method. Demonstrate polymorphism using instances of these classes.

Problem 5

Create a simple polyfill for the `Array.includes` method by the name of `customIncludes`.