

## src\abstractclass.ts

```
1  /** Abstract classes provide a way to define common properties and methods that
2  multiple derived classes can share. This promotes code reuse and helps establish a
3  common interface for related classes.
4  /** abstract class cannot be instantiated
5
6  /** abstract classes focus on class inheritance and sharing common functionality,
7  /** whereas the useContext hook in React focuses on managing global state and allowing
8  components to consume that state.
9
10 abstract Class PerObj {
11     name: string;
12     age: number;
13 }
14
15 class Person: PerObj = {
16     name: "vinod",
17     age: 29,
18 };
19 class Person1: PerObj = {
20     name: "thapa",
21     age: 29,
22 };
23 class Person3: PerObj = {
24     name: "thapa",
25     age: 29,
26 };
27
28 //? Example: Shape Hierarchy
29 //? Suppose you're building a graphics application, and you want to create a hierarchy
30 of different shapes. You can use an abstract base class Shape to define common
31 properties and methods that all shapes share.
32
33 // circle , rectangle
34
35 // SUBSCRIBE TO THAPA TECHNICAL
36
37 abstract class Shape {
38     constructor(protected color: string) {}
39     abstract calculateArea(): number;
40     abstract displayArea: () => void;
41 }
42
43 class Circle extends Shape {
44     constructor(protected color: string, protected radius: number) {
45         super(color);
46     }
47
48     public calculateArea(): number {
49         return Math.PI * this.radius * this.radius;
50     }
51
52     displayArea = () => {
53         console.log(`This is a ${this.color} circle with radius ${this.radius}.`);
54     }
55 }
```

```
49     };
50 }
51
52 const circle = new Circle("red", 5);
53 console.log(circle.calculateArea());
54 circle.displayArea;
55
56 /* Practice Time
57 //? You need to do the same for Square and Rectangle and if possible use getter and
58    setter methods or static members
```