# Lab: Prototypes and Inheritance

Problems for exercises and homework for the ["JavaScript Applications" course @ SoftUni](https://softuni.bg/courses/js-applications). Submit your solutions in the SoftUni Judge system at <https://judge.softuni.bg/Contests/2770/Prototypes-and-Inheritance-Lab>

## Person

Write a JS program which takes **first** & **last** names as **parameters** and returns an object with **firstName**, **lastName** and **fullName** ( **"{firstName} {lastName}"** ) properties which should be all **accessible**, we discovered that "accessible" also means "mutable". This means that:

* If **firstName** or **lastName** have changed, then **fullName** should also be changed.
* If **fullName** is changed, then **firstName** and **lastName** should also be changed.
* If **fullName** is **invalid**, you should not change the other properties.
* A **valid** **full name** is in the format: **"{firstName} {lastName}"**.

### Examples

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| Sample Input |
| let person = new Person("Peter", "Ivanov");  console.log(person.fullName); *//Peter Ivanov*  person.firstName = "George";  console.log(person.fullName); //George Ivanov  person.lastName = "Peterson";  console.log(person.fullName); //George Peterson  person.fullName = "Nikola Tesla";  console.log(person.firstName); //Nikola  console.log(person.lastName); //Tesla |
| let person = new Person("Albert", "Simpson");  console.log(person.fullName); //Albert Simpson  person.firstName = "Simon";  console.log(person.fullName); //Simon Simpson  person.fullName = "Peter";  console.log(person.firstName); // Simon  console.log(person.lastName); // Simpson |

## Person and Teacher

Write a **class** Person **and a class** Teacher **which extends** Person**.**

* The Person class should have a name and an email
* The Teacher class should have a name, an email, and a subject

### Input \ Output

There will be **NO** input. Your function should return an object containing the classes Person and Teacher.

### Hints:

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| template.js |
| **function** *personAndTeacher*() {  *//* ***TODO:* return** {  ***Person***,  ***Teacher*** } } |

## Inheriting and Replacing ToString

Extend the Person and Teacher from the previous task and add a class Student inheriting from Person with additional property course. Add toString() functions to all classes, the formats should be as follows:

* Person - returns "Person (name: {name}, email: {email})"
* Student - returns "Student (name: {name}, email: {email}, course: {course})"
* Teacher - returns "Teacher (name: {name}, email: {email}, subject: {subject})"

Try to reuse code by using the toString() function of the base class.

### Input / Output

There will be **NO** input. Your function should return an object containing the classes Person, Teacher and Student.

### Hints:

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| template.js |
| **function** *toStringExtension***() {  *// TODO:* return {  *Person*,  *Teacher,***  ***Student* } }** |

## Extend Prototype

Write a **function that receives a class and attaches to it a property** species **with the value** "**Human**" **and a function** toSpeciesString(). When called, the function returns a string with the format:

"I am a <species>. <toString()>"

The function toString() is called from the current instance (call using this).

### Input / Output

Your function will receive a **class** whose prototype it should extend. There is **NO** output, your function should only attach the properties to the given class’ prototype.

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| template.js |
| **function** *extendProrotype*(classToExtend) **{  *// TODO:* }** |

## Class Hierarchy

Write a function that returns **3** classes - Figure, Circle and Rectangle.

Figure:

* Should have property units ("**m**", "**cm**", "**mm**") with default value "**cm**"
* Should have a **getter area**
* Has method **changeUnits** that sets different units for that figure
* **Has method toString**, which returns: **`Figures units: {units}`**

Circle:

* Extends Figure
* Has a property radius
* Overrides area getter to return the area of the Circle (PI \* r \* r)
* toString() - should return a string representation of the figure in the format:

**`Figures units: {type} Area: {area} -** radius: {radius}**`**

Rectangle:

* Extends Figure
* Has properties width, height and units (extended from the class Figure)
* Overrides area getter to return the area of the Rectangle (width \* height)
* toString() - should return a string representation of the figure in the format:

**`Figures units: {type} Area: {area} - width: {width}, height: {height}`**

### Note: All Parameters Passed in the Constructors Are in Centimeters ("cm")

### Input / Output

There will be **no** input. Your function should return an object containing the Figure, Circle and Rectangle classes.

### Examples

This code demonstrates how your classes should behave:

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| Sample Code |
| **let c = new Circle(5);**  **console.log(c.area); // 78.53981633974483**  **console.log(c.toString()); // Figures units: cm Area: 78.53981633974483 - radius: 5**  **let r = new Rectangle(3, 4, 'mm');**  **console.log(r.area); // 1200**  **console.log(r.toString()); //Figures units: mm Area: 1200 - width: 30, height: 40**  **r.changeUnits('cm');**  **console.log(r.area); // 12**  **console.log(r.toString()); // Figures units: cm Area: 12 - width: 3, height: 4**  **c.changeUnits('mm');**  **console.log(c.area); // 7853.981633974483**  **console.log(c.toString()) // Figures units: mm Area: 7853.981633974483 - radius: 50** |