ECMAScript Lab2

1- Create shapeModule.js file that contains Shape class with the following properties
   a- Has one property color(string)
   b- Create DrawShape function that print color value
      Export it
2- Create SquaresModule.js that contains Rectangle and Square
   Rectangle inherits form Shape and Square Inherits from rectangle
   Rectangle class has two properties width and height with getArea function
   This function calling ShapeDraw function inside
   Export them
3- Create CircleModule.js that contains Circle class (inherits Shape) with radius ,x and y With getArea function containing circle area and ShapeDraw function call.
   Export it
4- Create number of shapes and calling getArea function for each inside base.js Module

Finally: try all lecture code