ES6 Classes

- Class Syntax: A syntactic sugar on top of JavaScript's prototype-based inheritance.
- Defining a Class:

```
class Person { constructor(name, age) { this.name = name; this.age = age; }
    greet() {
    console.log(`Hello, my name is ${this.name}.`);
    }
}

//* **Creating Objects (Instances):**
    const person1 = new Person("John", 30);
    person1.greet(); // Output: "Hello, my name is John."
```

Class Methods:

- Functions defined within a class are called methods.
- They can access and modify the this object, which represents the current instance of the class.

Constructor:

 A special method called constructor is used to initialize the object's properties when an instance is created.

Inheritance:

JavaScript

```
class Student extends Person {
   constructor(name, age, grade) {
      super(name, age); // Call the parent class constructor
      this.grade = grade;
   }
   study() {
      console.log(`${this.name} is studying.`);
   }
}

const student1 = new Student("Jane", 20, "A");
   student1.greet(); // Output: "Hello, my name is Jane."
   student1.study(); // Output: "Jane is studying."
```

Key Concepts:

- this: Refers to the current object instance within a class method.
- o super: Used to call the parent class's constructor or methods.

Benefits of Using Classes:

- Improved Code Organization: Provides a more structured and organized way to define objects and their behavior.
- Enhanced Readability: Class syntax often makes code more readable and easier to understand.
- **Simplified Inheritance:** Facilitates the creation of reusable code through inheritance.

In Summary

ES6 classes provide a more object-oriented approach to programming in JavaScript. While they are built upon the existing prototype-based inheritance system, they offer a more familiar syntax for developers coming from other object-oriented languages. By effectively using classes, you can create well-structured, reusable, and maintainable JavaScript applications.