Lab2 : ES6

1- create the following classes

    a- Class Shape : DimOne , Dimtwo , color , calcarea , print
    b- Class Rectangle : inherit Shape : two dim3,dim4 , print ,
    c- Class Square : inherit rectangle ,
    d- Class Triangle : inherit shape , dim3
    e- create static method in class shape Which will count created objects from shape implicitly
    f- Fields will be private and exposed using public properties (get , set accessors)

NB: Class Shape will be Abstract Class ,

2- Create constant project anonymous object after taking properties names and values from user (using object literals) Note: names are projectID , projectName ,duration and printData which console.log all project data

3- destruct the previous object into three variables.