Lap 1

Part 1

Starting with index.html create class structure
Shape: properties "X,Y"
Rectangle: properties "X,Y,Width,Height"
Square: properties "X,Y,Width,Height,Length"
Oval: properties "X,Y,A,B "
Circle: properties "X,Y,A,B,R"
With all of them have methods "Log, GetCircumference, GetArea"
And Class DrawArea which has propertis "Shapes" and methods "Add,Log" to add shape
or many shapes and to execute Log method in all shapes.
Then create object of each of shape (Rectangle,Square,Oval,Circle) with
X=0, Y=0, Width = 10 , Height = 5, Length = 5, A = 10, B = 5, R =5
And add these shapes to DrawArea object and execute log method

Expected output in chrome console is:

Circumference:30, Area:50, Type:Rectangle
Circumference:20, Area:25, Type:Squre
Circumference:47.1, Area:157, Type:Oval
Circumference:31.400000000000002, Area:78.5, Type:Circle

Hints
To get class type name use this this.constructor.name
For best structure you should use two level of inheritance
Rectangle Area = Width * Height , Circumference = (Width + Height) * 2
Square Area = Length * Length, Circumference = (Length + Length) * 2
Oval Area = A * B * PI(3.14) , Circumference = (A + B) * PI(3.14)
Circle Area = R * R * PI(3.14) , Circumference = (R + R) * PI(3.14)

Bonus

Create constructor for each shape which accepts all the properties as argument or another
shape from same type to clone the properties values from it

Part 2

Add new feature to the old classes as following

Each class will have new function called displayEditor which will create html elements
(inputs,buttons,divs) to edit the values of the shape when the values of these html
elements changes that will change the properties in the class and two buttons when first
button pressed it will call GetArea method and display the result in div and second will
call GetCircumference and display the result in div for showing Circumference