JavaScript as an Object Oriented Programming

1. Display the area and perimeter of an object created from using Rectangle Constructor that has width and height properties and 2 extended methods (using prototype property) for calculating area,perimeter.
   Override .toString() function to display a message declaring the width, height, area and perimeter of the created object.
   Create Class Property that counts numbers of created objects and Class method to retrieve it.

2. Make proper updates in your previous code of generating Rectangle object that should inherit from Shape Constructor, and create your Square constructor that inherits from Rectangle.

3. Prevent creating any object from shape, allow creation of only rectangles and square

4. Bonus: allow creation of only one square and one rectangle