

ES6

Task04

Write a js program for Square class

First of all, copy the code of **Shape** class you created earlier in the last task and paste it in your current task file `task04.js`. Now we'd like you to create a **Square** class that inherits from **Shape** class and adds a new `calcArea()` method that calculates and return the square's area. Also set up the constructor so that the **name** property of **Square** object instances is automatically set to `square`, and the **sides** property is automatically set to `4`. When invoking the constructor, you should therefore just need to provide the **sideLength** property.

```
calcArea(){  
    // make every function according to this structure  
}
```

- Create an instance of the **Square** class by giving it a name **square** with a `sideLength` of 5 Steps:
- You have to code inside **task04.js** file.
- Calculate the **perimeter** and **area** of the `square` instance, as we need them to be exported later.
- Finally export your classes in given object format:

```
js module.exports = { parentClass: Shape, childClass: Square, // The class name instance: square, // The instance name  
SquarePerimeter: //the variable with perimeter of square, SquareArea: // the variable with area of square }
```