ES6

Task03

Write a js program for Shape class

Create a class named **Shape** , in which its constructor will take three inputs as **name**, **sides** and **sideLength**. * Class fields: * name: Name of the shape * sides: Number of sides that shape will have * sideLength: Length of each side

We want you to : Add a new method to the **Shape** class, **calcPerimeter()** (don't keep it private), which calculates its perimeter (the length of the shape's outer boundary) and return the result.

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

- Create a new instance of the Shape class called **Square**. Give it a name of `square` and a sideLength of `5` .
- Call your **calcPerimeter()** method on the instance, and save it in a variable with name `squareperim` as we need it later.
- Create a new instance of Shape called **Triangle**, with a name of `triangle` and a sideLength of `3` .
- Call **Triangle.calcPerimeter()** and save it in a variable with name `triperim` as we need it later.

Steps: * You have to code inside **task03.js** file. * Finally export your data in given object format :

js module.exports = { class: Shape, Square: Square, Triangle: Triangle, SquarePerimeter: squareperim, TrianglePerimeter: triperim }