

Es6 lab day3

1) Using ES6 new Syntax & features:

Write a script to create different shapes (rectangle, square, circle) make all of them inherits from shape class.

- a. each shape contains two functions to calculate its area and its parameter.
- b. Display the area and each object parameter in your console by overriding toString().
- c. Prevent creating any object from shape and create static Property that counts numbers of created objects in shape

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

- d. Make your classes in an external file and import them in a module to create objects.

2) Proxy

create a dynamic object using Proxy such that it has only the following properties

- a. name property that accepts only string of 7 characters.
- b. address property that accepts only string value.
- c. age property that accepts numerical value between 25 and 60