```
/*
In the file main.js, implement a class called Tool. It should have an number field called strength
and a string field called type. The Tool class should also contain the function
setStrength(number), which sets the strength for the Tool.

Create 3 more classes called Rock, Paper, and Scissors, which inherit from Tool. Each of these
classes will need a constructor which will take in an int that is used to initialize the strength
field. The constructor should also initialize the type field using 'r' for Rock, 'p' for Paper,
and 's' for Scissors.

These classes will also need a public function boolean fight(Tool) that compares their strengths
in the following way:

Rock's strength is doubled (temporarily) when fighting scissors, but halved (temporarily) when
fighting paper.
In the same way, paper has the advantage against rock, and scissors against paper.

The strength field shouldn't change in the function, which returns true if the original class wins
in strength and false otherwise.
You may also include any extra functions and/or fields in any of these classes. Run the program
without changing the main function, and verify that the results are correct.

*/
class Tool {
    /* Fill in */
};

/*
    Implement class Scissors
*/

/*
    Implement class Paper
*/

/*
    Implement class Rock
*/

export function main() {
    // Example main function
    // You may add your own testing code if you like

    const scissors =  new Scissors(5);
    const paper =  new Paper(7);
    const rock =  new Rock(15);

    print(scissors.fight(paper), paper.fight(scissors));
    print(paper.fight(rock), rock.fight(paper));
    print(rock.fight(scissors), scissors.fight(rock));
}
```