

Check code on my Github link - <https://github.com/Narotam-Mishra/advanced-js-p2-assignments-pw>

Below all screenshots of the code output

JS Problem1.js X

JS Problem1.js > ...

```
4   Create an object constructor Person that takes name and age as parameter and
    greet the person
5
6   */
7
8   // Define the Person constructor
9   function Person(name, age) {
10      this.name = name;
11      this.age = age;
12  }
13
14  // Add the sayHello method to the Person prototype
15  Person.prototype.sayHello = function () {
16      console.log(`Hello, my name is ${this.name} and I am ${this.age} years old`);
17  };
18
19  // Create a new instance of Person
20  let person1 = new Person("John", 30);
21
22  // Call the sayHello method
23  person1.sayHello();
24
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SQL CONSOLE POSTMAN CONSOLE COMMENTS

```
● PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments> node
  assignments\Problem1.js
  Hello, my name is John and I am 30 years old.
○ PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments>
```

```
4 Create a constructor Employee that inherits from the Person constructor of p
  a method getDetails() to display the employee details.
5
6 */
7
8 // Define the Person constructor
9 function Person(name, age) {
10     this.name = name;
11     this.age = age;
12 }
13
14 // Add the sayHello method to the Person prototype
15 Person.prototype.sayHello = function () {
16     console.log(`Hello, my name is ${this.name} and I am ${this.age} years old
17 };
18
19 // Define the Employee constructor that inherits from Person
20 function Employee(name, age, designation) {
21     // Call the Person constructor to initialize name and age
22     Person.call(this, name, age);
23     this.designation = designation;
24 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SQL CONSOLE POSTMAN CONSOLE COMMENTS

- PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments> node "C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Problem2.js"
Hello, my name is Alice and I am 25 years old.
Employee: Alice, Age: 25, Designation: Manager
- PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments>

JS Problem3.js X

JS Problem3.js > Calculator > multiply

```
4 Create an object Calculator with methods add, subtract, multiply, and divide. D
5 within these methods such that method chaining of add, subtract, multiply and d
6
7 */
8
9 // Define the Calculator object with methods
10 let Calculator = {
11   result: 0,
12
13   // Method to add a number to the result
14   add: function (num) {
15     this.result += num;
16     // Return 'this' to enable method chaining
17     return this;
18   },
19
20   // Method to subtract a number from the result
21   subtract: function (num) {
22     this.result -= num;
23     return this;
24   },
25
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SQL CONSOLE POSTMAN CONSOLE COMMENTS

```
● PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments> node "c:\U
  ssignments\Problem3.js"
  Final Result: 11
○ PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments>
```



```
3
4 Define a base class Shape with a method draw. Create two subclasses Circle and
5 the draw method. Demonstrate polymorphism using instances of these classes.
6
7 */
8
9 // Define the Shape base class as template
10 class Shape {
11     constructor() {
12         this.type = "Shape";
13     }
14
15     // Method to draw the shape (base implementation)
16     draw() {
17         console.log(`Drawing a ${this.type}`);
18     }
19 }
20
21 // Define the Circle subclass extending Shape
22 class Circle extends Shape {
23     constructor(radius) {
24         super();
25         this.type = "Circle";
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SQL CONSOLE POSTMAN CONSOLE COMMENTS

```
● PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments> node "c:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Problem4.js"
Drawing a Circle with radius 5
Drawing a Rectangle with width 10 and height 8
Drawing a Circle with radius 3
Drawing a Rectangle with width 7 and height 4
PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments>
```

JS Problem5.js X

JS Problem5.js > ...

```
4 Create a simple polyfill for the Array.includes method by the name of customIncludes
5
6 */
7
8
9 // Define customIncludes method on Array prototype
10
11 Array.prototype.customIncludes = function (element) {
12     // Loop through each element in the array
13     for (let i = 0; i < this.length; i++) {
14         // Check if the current element is equal to the element being searched
15         if (this[i] === element) {
16             return true; // Element found, return true
17         }
18     }
19     return false; // Element not found, return false
20 };
21
22 let arr = [5,4,7,6,3,1,2];
23
24 console.log(arr.customIncludes(7));
25 console.log(arr.customIncludes(9));
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SQL CONSOLE POSTMAN CONSOLE COMMENTS

```
● PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments> node Problem5.js
true
false
PS C:\Users\Narotam\Desktop\Web-Dev_Learning\PW_Skills_Assignments\Advanced_JS_p2_Assignments>
```