JavaScript object oriented

1. class
2. constructor
3. properties
4. methods
5. static
6. private
7. extends
8. super

TK 1:

create class model

create new car

name: “Arch Angel”

year: 2022

TK 2:

create class for animals (name, legs, maxAge)

create dog object from this class

TK 3:

create method that calc the selling price based on manufacturer \* 2.5 and add ma’am

ma’am = 17%.

TK 4:

create static method in Rect to calc the perimeter

TK 5:

create triangle class with left, top, width, height

width, height must be private

create method to protect width and height

if the dev gives us negative number change it to positive

if the dev gives us 0 change it to 1

TK 6:

create point and point2d

TK 7:

create animal class with name, maxAge

in the animal constractor if maxAge < 5 then maxAge = 8

create Mammal class with legs and Mammal class extends from animals

use constractor

HW:

1. create class for computer with
   1. cpu
   2. gpu
   3. ram
2. create class laptop that extends computer from (1) and add
   1. screenSize
   2. keyboard
   3. battery
3. in class computer the dev not allowed to input ram <= 0

\*\*\*\*\*\* optional \*\*\*\*\*\*

1. create form to register new user, the user should have
   1. name – must be a name not a number (contractor)
   2. lname – must be a name not a number (contractor)
   3. password – validate the password (static)
      1. min 6 chars and max 12 chars
      2. the password should contain “if” in the password
   4. email – validated the email (static)
   5. if one of the above is not valid, create object with undefined properties
   6. if the object created with data, display it as card (bs)
   7. create list of cards