# SHAHZODBEK SHAVKATOV

#### JUNIOR NODEJS BACKEND DEVELOPER

## **PROFILE**

Extremely motivated to constantly develop her skills and grow professionally. Confident in her ability to come up with interesting ideas for memorable marketing campaigns.

# **SKILLS**

NodeJS	• • • •
JavaScpript	• • • •
TypeScript	• • • •
ExpressJS	• • • •
PostgresQL	• • • •
MongoDB	• • • •
GraphQL	• • • •
HTML	• • • • •
CSS	• • • • •

### **EDUCATION**

Tashkent State Technical Univercity
SEPTEMBER 2019

Najot Ta'lim LC

APRIL 2021, APRIL 2022

NodeJS Bootcamp

#### CONTACT

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#### 2-noyabr amaliyot

#### 1. Older Than Me

Person sinfida boshqa odamning yoshini taqqoslaydigan method yarating. Atributlar name va age bilan ishga tushiriladigan p1, p2 va p3 misollarini hisobga olib, quyidagi formatda jumlani qaytaring:

{other person name} is {older than / younger than / the same age as} me.

```
p1 = Person("Samuel", 24)
p2 = Person("Joel", 36)
p3 = Person("Lily", 24)

p1.compareAge(p2) → "Joel is older than me."

p2.compareAge(p1) → "Samuel is younger than me."

p1.compareAge(p3) → "Lily is the same age as me."

Quyidagi classni to'ldiring:

class Person {
    constructor(name, age) {
        this.name = name;
        this.age = age;
    }

compareAge(other) {
    // kod shu yerga yoziladi
    }
```

}

```
2.
  let circy = new Circle(11)
  circy.getArea()
  // Should return 380.132711084365
  let circy = new Circle(4.44)
  circy.getPerimeter()
  // Should return 27.897342763877365
  Circle classini tuzing,
              PI*r^2 formula bilan
  getArea()
  getPerimeter()
                  2*PI*r formula bilan aniqlanadi
  Misol sifatida to'g'ri to'rtburchakning Classidan
  foydalanishingiz mumkin:
             class Rectangle {
              constructor(sideA, sideB) {
                this.sideA = sideA
                this.sideB = sideB
              }
              getArea(){return this.sideA*this.sideB}
              getPerimeter(){return (this.sideA + this.sideB) *2}
```

3. Rectangle classini yasang U quyidagidek constructor ga ega bo'lsin

```
constructor(x, y, width, height)
```

Properties (Xususiyatlar):

X

У

width

height

Method:

toString()

Bu method quyidagidek stringni qaytarishi kerak:

[x=1, y=2, width=3, height=4]

x, y, width, height ning qiymatlari Classning xususiyatlaridan olinadi.

```
4.
u1 = new User("johnsmith10")
User.userCount → 1
u2 = new User("marysue1989")
User.userCount → 2
u3 = new User("milan_rodrick")
User.userCount → 3
u1.username → "johnsmith10"
u2.username → "marysue1989"
u3.username → "milan_rodrick"
```

User classini hosil qiling.