

script2.js

```
1 class Person {
2     constructor() {
3         this.species = "homo sapiens";
4     }
5     eat() {
6         console.log("eat");
7     }
8
9     sleep() {
10        console.log("sleep");
11    }
12
13    work() {
14        console.log("do nothing");
15    }
16 }
17
18 class Engineer extends Person {
19     work() {
20         console.log("solve problems, build something");
21     }
22 }
23
24 class Doctor extends Person {
25     work() {
26         console.log("treat patients");
27     }
28 }
29
30 let ShubhamObj = new Engineer();
31
```