

## script2.js

```
1 class Person {
2     constructor() {
3         console.log("enter parent construnctor");
4         this.species = "homo sapiens";
5     }
6     eat() {
7         console.log("eat");
8     }
9
10    sleep() {
11        console.log("sleep");
12    }
13
14    work() {
15        console.log("do nothing");
16    }
17 }
18
19 class Engineer extends Person {
20     constructor(branch) {
21         console.log("enter child construnctor");
22         super(); // to invoke parent class constructor
23         this.branch = branch;
24         console.log("exit child construnctor");
25     }
26     work() {
27         console.log("solve problems, build something");
28     }
29 }
30
31 let engObj = new Engineer("chemical engg");
32
```