**Write a constructor for the class Movie, which takes a String representing the title of the movie,**

**a String representing the studio, and a String representing the rating as its arguments, and sets the**

**respective class properties to these values.**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8">**

**<meta name="viewport" content="width=device-width, initial-scale=1.0">**

**<title>Document</title>**

**</head>**

**<body>**

**<script>**

**class movie {**

**constructor(title, studio, rating) {**

**this.title = title;**

**this.studio = studio;**

**this.rating = "rating";**

**}**

**getrating() {**

**return "the rating is " + this.rating;**

**}**

**}**

**var Circle = (function () {**

**function Circle(radius, color) {**

**this.radius = 4;**

**this.color = "pink";**

**if (typeof (radius) !== "undefined") {**

**this.radius = radius;**

**}**

**if (typeof (color) !== "undefined") {**

**this.color = color;**

**}**

**}**

**Circle.prototype.getRadius = function () {**

**return this.radius;**

**};**

**Circle.prototype.setRadius = function (radius) {**

**this.radius = radius;**

**};**

**Circle.prototype.getColor = function () {**

**return this.color;**

**};**

**Circle.prototype.setColor = function (color) {**

**this.color = color;**

**};**

**Circle.prototype.toString = function () {**

**return "Radius: " + this.radius + " Color: " + this.color;**

**};**

**Circle.prototype.getArea = function () {**

**return (2 \* (Math.PI) \* this.radius);**

**};**

**Circle.prototype.getCircumference = function () {**

**return (2 \* this.radius);**

**};**

**return Circle;**

**}());**

**var c1 = new Circle();**

**console.log("Constructor with no params: " + c1.toString());**

**var c2 = new Circle(10);**

**console.log("Constructor with one param: " + c2.toString());**

**var c3 = new Circle(6, 'orange');**

**console.log("getRadius: " + c3.getRadius());**

**c3.setRadius(22);**

**console.log("Radius value after setRadius: " + c3.getRadius());**

**console.log("getColor: " + c3.getColor());**

**c3.setColor("Blue");**

**console.log("Color Value after setColor: " + c3.getColor());**

**console.log(c3.toString());**

**console.log("Area: " + c3.getArea());**

**console.log("Circumference: " + c3.getCircumference());**

**</script>**

**</body>**

**</html>**

write a class to calculate the uber price.

**let amount=55**

**let state=["tamilnadu","kerala","andhrapradesh,karnataka"]**

**let uberRates=[5,10,15 ]**

**let customername ="subhiksha"**

**let customerState="kerela"**

**console.log("HELLO MAM" ,"welcome to uber service")**

**function getRate(customerState){**

**function uberRate(customerState,index){**

**let finalRate=(uberRate[index])\*amount**

**return finalRate**

**}**

**console.log(customerState,"rate is",uberRate(customerState,state.indexOf(customerState)))**

**}**

**getRate(customerState)**

**Write a “person” class to hold all the details.**

**class Person {**

**constructor(firstName, lastName) {**

**this.firstName = firstName**

**this.lastName = lastName**

**}**

**}**

**const person= new Person('subhi', 'nivi')**

**console.log(person)**