CLASSES AND OBJECTS :

A javascript object is an entity having state and behavior (properties and method)

JS objects have a special property called prototype.

We can set prototype using   __proto__

- If object and prototype have same method, object's method will be used

CLASSES :

Class is a program-code template for creating objects.

Those objects will have some state(variables) & some behavior(functions) inside it.

Class Myclass{

Constructor(){……}

Mymethod(){……}

}

Let myobj=new Myclass();

INHERITENCE :

It is passing down properties & methods from parent class to child class.

Class parent{

}

Class Child extends parent{

}

Child & parents have same method,child's method will be used. (Method overloading).

SUPER KEYWORD:

The super keyword is used to call the constructor of its parent class to access the parent's properties and methods.

Super(args)

Super.parentMethod(args)

Try catch