Day-6

**1.a)** class Movie {

constructor(title, studio, rating) {

this.title = title;

this.studio = studio;

this.rating = rating;

}

}

**1.b)** class Movie {

constructor(title, studio, rating = "PG") {

this.title = title;

this.studio = studio;

this.rating = rating;

}

}

**1.c)** class Movie {

constructor(title, studio, rating = "PG") {

this.title = title;

this.studio = studio;

this.rating = rating;

}

static getPG(movies) {

return movies.filter(movie => movie.rating === "PG");

}

}

**1.d)** const casinoRoyale = new Movie("Casino Royale", "Eon Productions", "PG-13");

**2.** class Circle{

    constructor(radius,color)

    {

        this.\_radius=radius;

        this.\_color=color;

    }

    get radius(){

        return this.\_radius

    }

    set radius(value){

        this.\_radius =value

    }

    get color(){

        return this.\_color

    }

    set color(value){

        this.\_color=value

    }

    getArea(){

        return Math.PI\*Math.pow(this.\_radius,2)

    }

    getCircum(){

        return 2\*Math.PI\*this.\_radius

    }

}

let circle1= new Circle(1,"Red")

console.log(circle1.getArea())

console.log(circle1.getCircum())

**3.** class Person {

constructor(firstName, lastName, age, gender) {

this.firstName = firstName;

this.lastName = lastName;

this.age = age;

this.gender = gender;

}

}

**4.** class UberPrice {

constructor(baseFare, timeRate, distanceRate, surge) {

this.baseFare = baseFare;

this.timeRate = timeRate;

this.distanceRate = distanceRate;

this.surge = surge;

}

calculatePrice(distance, time) {

return this.baseFare + (distance \* this.distanceRate) + (time \* this.timeRate) \* this.surge;

}

}