<!DOCTYPE html>

<html lang="en" xmlns="http://www.w3.org/1999/xhtml">

<head>

<meta charset="utf-8" />

<title></title>

<script>

class CrazyButton {

constructor(left=100, top=100, width=40, height=40, speed=1000) //Що треба знати при створенні об"єкта

{

//--- Опис властивостей --- this={}

this.Left = left;

this.Top = top;

this.Width = width;

this.Height = height;

this.Speed = speed;

}

//----- інші методи ------

move()

{

var shiftX = Math.floor(-20 + Math.random() \* 40);

var shiftY = Math.floor(-20 + Math.random() \* 40);

this.Left += shiftX;

this.Top += shiftY;

this.button.style.left = this.Left + "px";

this.button.style.top = this.Top + "px";

}

render(containerID)

{

if (containerID)

var container = document.getElementById(containerID);

else

var container = document.body;

this.button = document.createElement("button");

this.button.innerText = "-00-";

this.button.style.position = "absolute";

this.button.style.width = this.Width+"px";

this.button.style.height = this.Height + "px";

this.button.style.left = this.Left + "px";

this.button.style.top = this.Top + "px";

container.appendChild(this.button);

this.timer = setInterval(this.move.bind(this), this.Speed);

}

}

//----------------------

class ColoredCrazyButton extends CrazyButton {

constructor(left = 100, top = 100, width = 40, height = 40, speed = 1000, colors = ["red", "green", "blue"]) //Що треба знати при створенні об"єкта

{

super(...arguments); //Виклик консруктора предка this={}

this.Colors = colors;

this.timerForColor = setInterval(() => this.button.style.background =

this.Colors[Math.floor(Math.random() \* this.Colors.length)], 300);

}

}

</script>

</head>

<body>

<script>

var btn = new CrazyButton();

btn.render();

var btn2 = new ColoredCrazyButton();

btn2.render();

</script>

</body>

</html>