**Classes:**

The blueprints in ES5 are called Function constructors and we added methods to their prototype property in order to make all instances created through function constructor inherit this method but in ES6 they are called classes.

They have static methods we are attached to them but not inherited in instances and they are called using class name

Unlike function constructors, the class definition are not hoisted as they can be accessed only after they are defined

We can add methods to class but not property

Inheritance means inheriting the properties of parent class.

In ES6 we use extends keyword to inherit the super class