

MERN STACK DEVELOPMENT

OOP – Task 7

1. <https://github.com/rvsp/typescript-oops/blob/master/Practice/Movie.md>

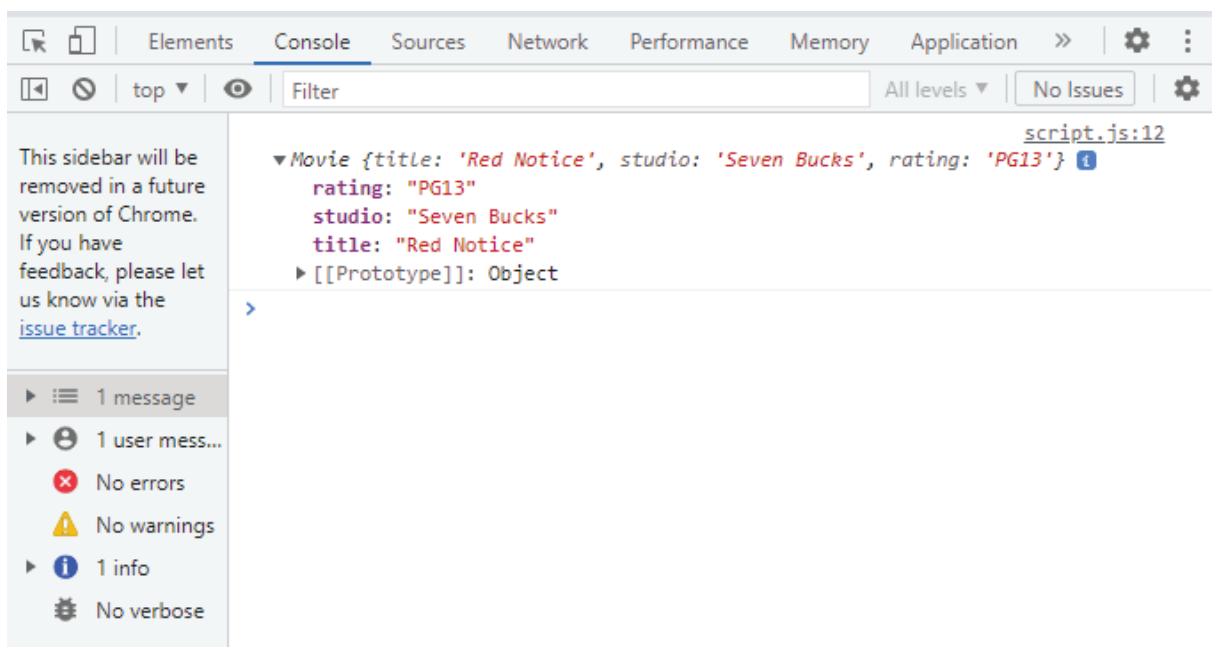
a) Write a constructor for the class Movie, which takes a String representing the title of the movie, a String representing the studio, and a String representing the rating as its arguments, and sets the respective class properties to these values.

code

```
// Problem 1- A
// Creating a class called "Movie"
class Movie {
  constructor(title, studio, rating){
    // Setting values to its properties
    this.title = title;
    this.studio = studio;
    this.rating = rating;
  }
}

let film1 = new Movie("Red Notice", "Seven Bucks", "PG13");
console.log(film1);
```

Output



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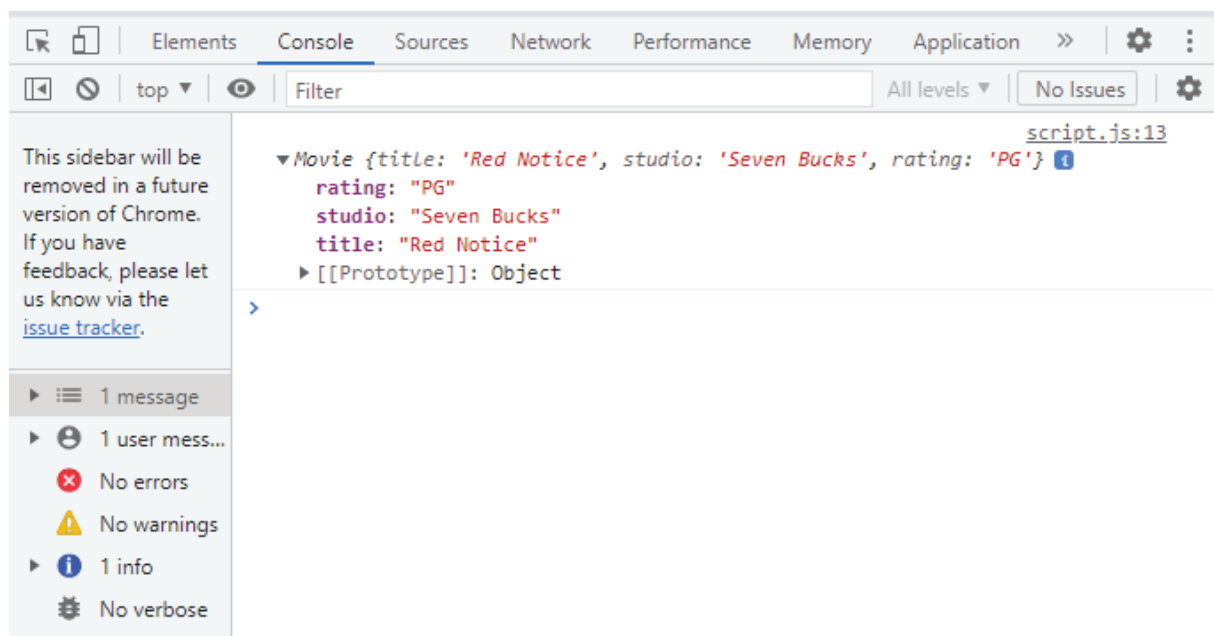
b) The constructor for the class Movie will set the class property rating to "PG" as default when no rating is provided.

code

```
// Problem 1- B
// Creating a class called "Movie"
class Movie {
  //For Rating parameter setting a default value to "PG"
  constructor(title, studio, rating = "PG"){
    // Setting values to its properties
    this.title = title;
    this.studio = studio;
    this.rating = rating;
  }
}

let film1 = new Movie("Red Notice", "Seven Bucks");
console.log(film1);
```

Output



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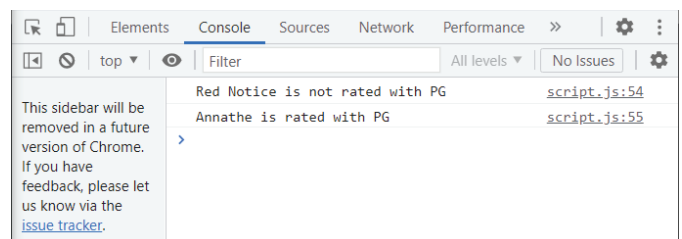
c) Write a method `getPG`, which takes an array of base type `Movie` as its argument, and returns a new array of only those movies in the input array with a rating of "PG". You may assume the input array is full of `Movie` instances. The returned array need not be full.

code

```
// Problem 1- C
// Creating a class called "Movie"
class Movie {
  constructor(title, studio, rating){
    // Setting values to its properties
    this.title = title;
    this.studio = studio;
    this.rating = rating;
  }
  // Assigning a getPG() method to return movie title rated with PG
  getPG (){
    if(this.rating === "PG"){
      return `${this.title} is rated with PG`;
    } else{
      return `${this.title} is not rated with PG`;
    }
  }
}
```

```
let film1 = new Movie("Red Notice", "Seven Bucks", "PG13");
let film2 = new Movie("Annathe", "Sun Pictutes", "PG");
console.log(film1.getPG());
console.log(film2.getPG());
```

Output



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d) Write a piece of code that creates an instance of the class Movie with the title "Casino Royale", the studio "Eon Productions", and the rating "PG13"

code

```
// Problem 1- D
// Creating a class called "Movie"
class Movie {
  constructor(title, studio, rating){
    // Setting values to its properties
    this.title = title;
    this.studio = studio;
    this.rating = rating;
  }
}

// Creating an instance of the class Movie
let film1 = new Movie("Casino Royale", "Eon Productions", "PG13");
console.log(film1);
```

Output

