```
////////////////////////////////////////////////////////////////////////////////

//Assignment-3 | Que-1 | RID-073AM_Viraj

////////////////////////////////////////////////////////////////////////////////

class Arithmatic
{
  private Number1 : number;
  private Number2 : number;

  constructor(iVal1 : number, iVal2 : number)
  {
     this.Number1 = iVal1;
     this.Number2 = iVal2;
  }
  Addition() : number
  {
    return this.Number1 + this.Number2;
  }
  Substraction() : number
  {
    return this.Number1 - this.Number2;
  }
  Division() : number
  {
    return this.Number1 / this.Number2;
  }
  Multiplication() : number
  {
    return this.Number1 * this.Number2;
  }
}
var aObj = new Arithmatic(21,11);
var bObj = new Arithmatic(101,51);

var iRet : number = 0;
```

```
console.log("Output for first object");

iRet = aObj.Addition();
console.log("Addition is : "+iRet);
iRet = aObj.Substraction();
console.log("Substraction is : "+iRet);
iRet = aObj.Division();
console.log("Division is : "+iRet);
iRet = aObj.Multiplication();
console.log("Multiplication is : "+iRet);
console.log("\n");

////////////////////////////////////////////////////////////////////////////////

console.log("Output for Second object");

iRet = bObj.Addition();
console.log("Addition is : "+iRet);
iRet = bObj.Substraction();
console.log("Substraction is : "+iRet);
iRet = bObj.Division();
console.log("Division is : "+iRet);
iRet = bObj.Multiplication();
console.log("Multiplication is : "+iRet);
```

Input : Obj1 = 11,22
Obj2 = 51,101
Output :

```
C:\Users\Viraj\Desktop\Marvellous\MEAN\Assignments MEAN\Assignment-3-(Rid_073AM_Viraj)>node Assi-3_Q-1.js
Output for first object
Addition is : 32
Substraction is : 10
Division is : 1.9090909090909092
Multiplication is : 231


Output for Second object
Addition is : 152
Substraction is : 50
Division is : 1.9803921568627452
Multiplication is : 5151
```

```
//Assignment-3 | Que-2 | RID-073AM_Viraj

class Circle
{
   private Radius : number;
   private PI : number;

   constructor(iVal : number)
   {
      this.Radius = iVal;
      this.PI = 3.14;
   }
   Area() : number
   {
      var iArea : number = 0;

      iArea = this.PI * this.Radius * this.Radius;

      return iArea;
   }
}
var iRet : number = 0;

var c1Obj = new Circle(4);
iRet = c1Obj.Area();
console.log("Area of Circle for obj1 is : "+iRet);

var c2Obj = new Circle(10);
iRet = c2Obj.Area();
console.log("Area of Circle for obj2 is : "+iRet);
```

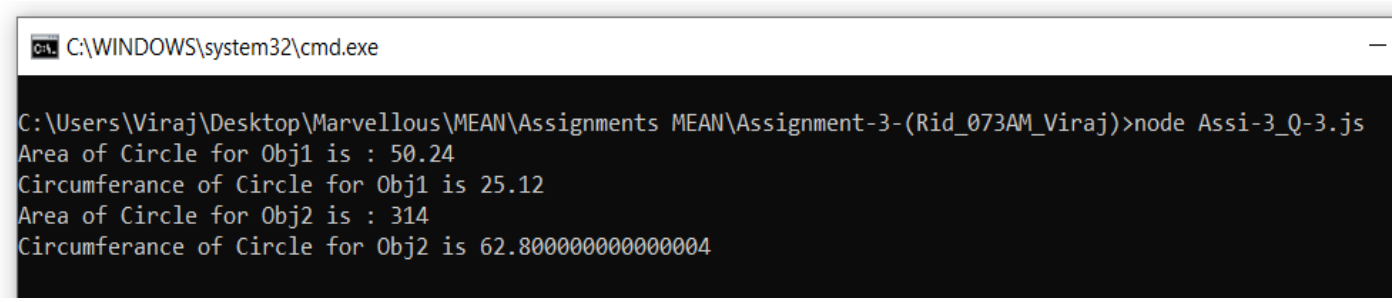
Input : Obj1 = 4
        Obj2 = 10
Output:

```
C:\Users\Viraj\Desktop\Marvellous\MEAN\Assignments MEAN\Assignment-3-(Rid_073AM_Viraj)>node Assi-3_Q-2.js
Area of Circle for obj1 is : 50.24
Area of Circle for obj2 is : 314
```

```
//Assignment-3 | Que-3 | RID-073AM_Viraj

class Circle
{
    public Radius : number;
    public PI : number;

    constructor(iVal : number)
    {
        this.Radius = iVal;
        this.PI = 3.14;
    }
    Area() : number
    {
        var iArea : number = 0;

        iArea = this.PI * this.Radius * this.Radius;

        return iArea;
    }
}
class CircleX extends Circle
{
   constructor(iVal : number)
   {
     super(iVal);
   }
   Circumferance() : number
   {
     var iCircum : number = 0;

     iCircum = 2 * this.PI * this.Radius;

     return iCircum;
   }
}
var iRet : number = 0;
```

```
var Obj1 = new CircleX(4);
iRet = Obj1.Area();
console.log("Area of Circle for Obj1 is : "+iRet);
iRet = Obj1.Circumferance();
console.log("Circumferance of Circle for Obj1 is :"+iRet);

var Obj2 = new CircleX(10);
iRet = Obj2.Area();
console.log("Area of Circle for Obj2 is : "+iRet);
iRet = Obj2.Circumferance();
console.log("Circumferance of Circle for Obj2 is :"+iRet);
```

Input : Obj1 = 4
Obj2 = 10
Output:



//